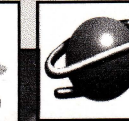


VERSION 3.02

THE VIDEO GAME ARCHIVE FANZINE FOR GAME PLAYERS

GAMERAVE

FEBRUARY 1999



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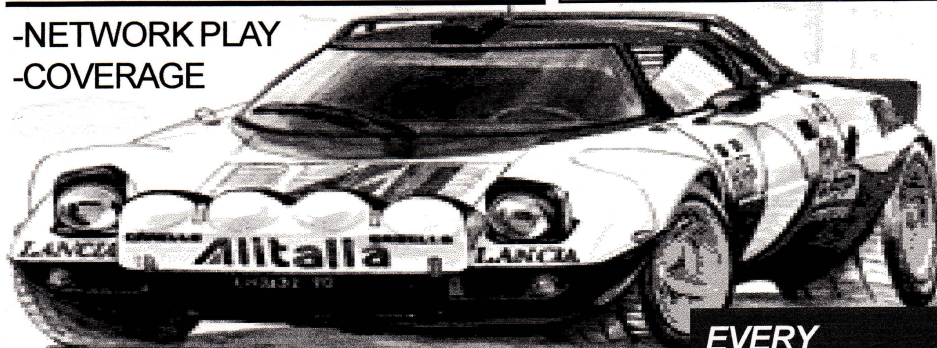
DESTREGA (US)
AKUJI THE HEARTLESS
BLOODY ROAR 2
ERETZVAJU
CASTLEVANIA 64
MICKEY'S TETRIS
LAST BLADE 2
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LETTER FROM THE EDITOR



The head honcho, the man in charge, the one to blame when things go wrong...

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The Video Game World Needs

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to the job

The Dreams of Game Players Everywhere

It's a weird feeling, playing the Dreamcast and Playstation side by side. I still remember plunking down the \$300 plus \$30 for the extra controller for my Playstation on February 2nd, 1996, 4 days before the release of *Street Fighter Alpha*. I lived off of the playable *Wipeout* demo and one-round *Toh Shin Den* demo, waiting for my SFA baby to come out. I must have watched the *Warhawk*, *Kileak*, and *Philosama* demo a bazillion times ("CAN YOU SURVIVE?..... Philossssimaaaa"), until the fateful rainy afternoon when I picked up SFA. If you only knew how many man hours went into that black CD, or how many "weeks" of my life went into my import *Final Fantasy 7*, or how many blisters I suffered at the hands of the Diablo Car in *Ridge Racer*. The fond memories of losing every single game by one point to the CPU in the better-then-arcade *NBA Jam TE*, and the many dark nights I stayed up to see how much further I could get in *D* and *Space Griffon VF-9* (still one of the most under rated games, to me).

At that time, the PSX represented the true next step in gaming; the 3D step. Everyone and their brother flocked to *Toh Shin Den* like it was god's gift to gaming, few of us realizing what a truly crappy game it really was (myself included). With the 3D step in full swing, the literal onslaught of '3D' games has had a dramatic affect on the gaming masses. It's newness (at the time) swooned us into welcoming it with open arms, and after greedily taking it all in, after 3 years of 3D gaming, the worst has happened;

I have become used to it.

The Dreamcast marks a significant step forward in terms of technology and ideas and so forth. The Playstation 2 also has that huge step in terms of graphic abilities and ideas, but what is it's real worth? The DC proved something that the Playstation has been living by for some time now; Graphics are playing too much of an important role in a video game's popularity and public judgement on whether or not it is 'good'. Take *Virtua Fighter 3* for example.

At it's most basic roots, it's *Virtua Fighter 2*. A few new moves, and a Model 3 graphics board were all that were truly added. People saw the graphics, and suddenly it's the greatest fighter of all time (well..according to a certain pro publication...), and no one sat down to realize that it's the same game they were playing (and paying a lot less for) two years earlier.

When the DC first hit, the first thing I noticed

was about it's VF3 was that the graphics weren't all there. I think I was pissed for all of 5 minutes, and then started playing the game. After I had seen that all of the gameplay had been kept intact, the graphic loss didn't bother me as much. Yes, it's still there, a visual flaw to a conversion of a game that's based of it's gameplay. But missing graphics should not be the overall deciding factor in choosing the life and death of a game.

It always bothers me when I see people trying out games and then dismissing them because of superficial reasons. If you only knew how many people I've seen whine about the loading time in the 32 Bit *King of Fighters* Series and then ignore the excellent fight engine and character designs, or dismiss *Street Fighter Zero 3* PSX because the players don't animate as well as they should, ignoring the amount of characters and new combo system in the game.

Graphics should be taken as what they are; a visual representation of that particular game's world. Unless they somehow interfere (like maybe a bad camera angle, or not enough animation in the game), they could not be the main focus of the game. Too many good games have been lost because people judge games by the back of the jewel case rather than playing it themselves.

One of the most astounding poor uses of graphic abuse was done by Sony of America, with the *Final Fantasy VII* launch. With the commercials focusing way too much on the cinemas (it's all they showed), and not showing any of the actual gameplay, too many graphic hungry people (most who had no idea what a Role Playing Game was) flocked to it, and once they realized they had to sit down and actually play the game to see those cinemas, it became a 'bad' game. You'd be surprised at how many people came up to me at that time and kept asking if FFFVII was some cool fighting game, or why the whole game didn't look like that. Sigh.

When the Dreamcast launches in September, it will be bought by a majority of people who will only look for the # of Bits on the cover, who will judge a game by it's cover, and consider it a good game because it looks good. These will be the people who buy *Godzilla Generations* just because it's Godzilla. Those who will buy a blood and guts game just because it has blood and guts. I won't be one of those people. Not again. I was there once. But I woke up, I know that gameplay, fun, and creativeness are more important than the graphics. I have known it since *Toh shin Den*. But I still see people who need to wake up, and those who refuse not to. I'll continue to watch them and worry about them. I'll probably never understand.

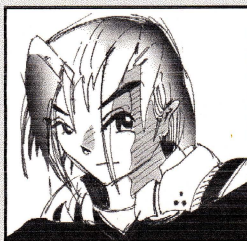
But I'll become used to them..

The Rave Continues,
Jason Dvorak
Editor in Chief

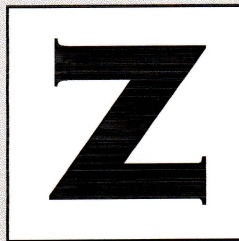
The Crew Continues...



Cap'n Atari

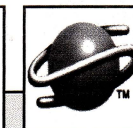
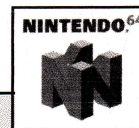


Silver



Zeede

Now that we have some time to breathe, it's time to truly welcome our newest members into the Rave Family. Cap'n Atari and Silver will form the back bone of our newest sections, "Old School" and "Classics", while Zeede has been added to the main review crew. With their help Game Rave will continue to be the magazine that game players pick every month. Welcome to the Rave!



Rainbow Six for everyone

The PC mega-hit has finally been confirmed for a release on both PSX and N64. Being ported by a French design house, these games don't look to be ready anytime soon. Let's just hope both versions have 4-player matches in them.

Dreamcasts' first new peripherals

With the coming release of *House of the Dead 2*, (Mid-April, Japan) DC gets its first gun, complete with a d-pad and vms/ rumble slot. While not as robustly designed as many may hope, it is at least better than that ill-conceived controller.



Dreamcast 2? Already???

Proof positive that Sega has not learned its lesson from the past, DC-DVD is slated for release Q2 '99. It has the ability of DVD/VCD playback, and is apparently the first of MANY different DC revisions. Groan.

Fighter Maker Finally

After some much re-considering from ASCII management, (read: flaming-hot e-mails of support from fans) *Fighter Maker* may finally see the light of day in the U.S. Q3 '99. Hopefully.

A kiss before dying

Capcom has seen fit to bless the Saturn once more before its' death by releasing *STREET FIGHTER ALPHA 3!!* definately to be the last Saturn port, it will take advantage of the 4-meg, and is RUMORED to have additional surprises not found on the PSX version. Late Q2 '99. Oh, yeah. it's coming to Dreamcrap, um, cast, Q2 '99 also.

PSX, N64=Ben Franklin

The magical \$99 price point will soon be hit, thanks to Nintendo still taking a beating by Sony even after *Zelda*. Neither will admit when, but look for it to happen right around the time the Dreamcast hits.

Dreamcast hits the States early

Sega plays gatecrasher with one of its favorite retailers by taking it on tour as of NOW to get the hype going. Which retailer? The one with the historic name. The tour is expected to last from early Feb-late May.

Bleem!

Though you may think this is unrelated, a company called Bleem plans to release a near perfect PSX emulator for the PC. What's so good about this? They plan to implement Bleem onto PSX cd's as they're manufactured, making PSX-CDs truly cross-platform; bootable and playable on an

ordinary PC. When? After Sony's done suing the last company to try to do something like that on the Mac.

Say it ain't so

Sega of America may be downgrading the U.S. DC's modem back to 33.6 'to keep down costs.' Those who have never played an online game before, I want to formally introduce you to your new pal, Lag. He'll be there, whether you want him there or not.

Sweet Blessed rumor

BIG TIME RUMOR ALERT! THIS IS MORE THAN LIKELY FALSE! but I'll report it anyway. SOA may look to redesign the DC controller to 'better suit American tastes.' That would be the first time int SOAs' existence that they did something good in terms of re-design, but don't look for it to happen.

Final Fantasy 8, importers, and the beauty of the Gameshark

FF8 is out, and has officially become the importer's most hated/loved game due Square's double country lockout scheme. To even play FF8, you need a import chip, and a Gameshark with the FF8 code enabled. Or, be one of the lucky few that got PSX on day one, and a Gameshark version 2.1. This specific combo has the illustrious position of the only 99% failsafe import bootup. Good luck hunting.

(We have the Unlock Code! Check Shark Rave for details)

Sony's gonna party like it's 1999

Sony, in celebration of the 50 millionth-Playstation sold, has invited many of this industry's heavy-hitters to a party(secret unveiling) where something special will happen.(PSX 2, finally!) Looks to be a party two of their rivals may dread.

GBC gets fruity

Not to be outdone by the fruity colors of the iMac, Nintendo will release mid-may the new Game Boy Color colors. They are: berry, dandelion, teal, strawberry. With more colors on the way. Yay.

Oh, snap! Is that Pokemon?

The Poke-phenomenon continues late June to the N64 with the release of *Pokemon Snap*(*Pokemon Stadium*). No word yet on the date of the GB-N64 convertor or voice adapter.

GameSages PSX Hint Book

GameSages, the On-Line Site that helps out Game Rave by providing us with codes, recently released a book form of their entire Playstation code library.

Featuring 340 pages of codes, hints, and tips, including import games, the book is a must have.

GR recieved a reviewable copy, and we must say it's quite nice. Simple, effective, and wired bound for easy lap placement while you're inputting all 2,000+ codes from the book. The book retails for \$12.95, and is available at www.gamesages.com.

RAVE REVIEWERS

Top 5 Whatever

Top 5 Games of 1998



Crash, who started out the school year strong, is starting to lose some steam. He just wishes Spring Break were here so he could take some time off. But otherwise, he'll be spending a great Valentine's Day with the wonderful woman he loves.

Top 5 Reasons Chemistry sucks:

5. Lab starts too early in the morning.
4. Lab lasts too long.
3. Lecture is always behind what we're really on.
2. The lights in the lecture hall are always out.
1. There are too many damn equations to remember.

5. Free Cell
4. Castlevania: SOTN
3. King of Fighters '98
2. Final Fantasy Tactics
1. Last Blade 2

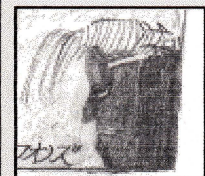


Dangerboy has been knocked out by school and work and the mag stuff. He's been desperately trying to find time to put more hours into his beloved FF8 import and R4, but last time he was seen, he was asleep on his office floor, hand slumped on the PSX's power button. So close....yet so far. But at least the issue's done....

Top 5 Things I wish I could get to....

- 5) Game Rave ad packet. Some day...ads...
- 4) Sleep. Sleep is good. I miss sleep.
- 3) Cleaning my room and office...again!
- 2) The last 6 (6!!!) TG 16 games I need....
- 1) Free time. What kind of sick world do we live in where a video game mag editor-in-chief has no time to play video games!

- 5) Bowling (Intellivision)
- 4) Quake (Saturn)
- 3) Ridge Racer Type 4 - R4
- 2) Sega Rally 2 (Dreamcast)
- 1) Final Fantasy 8



Thefonz has been trying to teach himself and others how to rate games on an unbiased basis. While the reviews here may not initially seem to support such a goal, Thefonz assures readers that he really wanted to give *Castlevania 64* a single digit grade, so there is definite improvement upon his usually characteristic reviews.

Top 5 things GR readers should be glad we don't do.

5. Create Top 100 of All Time Lists that conveniently feature games which just came out seconds ago
4. Print our subscription database on a page and title it "Really Hardcore"
3. Give perfect ratings on any game, among all 3 guys.
2. Have mock-South Park characters as our avatars for this page
1. Three syllables: Sue. She. Ex.

5. Final Fantasy Tactics
4. Scud Racer (Super GT)
3. Beatmania 3rd
2. Asteroids
1. Last Blade 2



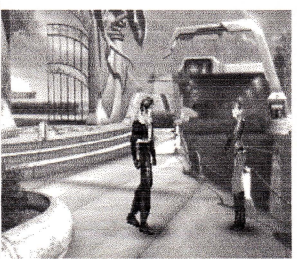
Darkness has been seen leaping off of the Game Rave office walls and dodging and shooting Nerf guns like he was in some Quake game. Thankfully AC:Master of Arena brought him back to earth. Temporarily.

5. I will never, ever, eva, eva, eva invite GameRave over for a lan-party for as long as I may exist because they just don't share the same love for gaming of all types and genres as I do but primarily because I'm still ticked that no one brought their PC after I went thru the trouble and expense of building a network for our enjoyment. I didn't even sleep for 2 days and most people didn't even bother to call and nobody gave me anything for my birthday its not like I expected anything but if people would have shown up I would have considered that the best gift I could have gotten 'cause I'm almost as ancient as the Collector but no one cares so I don't care anymore I hope you all go blind playing Crapeneye in such low res. I don't care how big the TV is it's still blurry and it makes me sick to see such crap being worshipped and watching you guys play Turok2 is like being slowly tortured by sick Sea-monkeys with wiffle bats and I wish that I could go back in time so I would stop myself from writing this expose 'cause this is the longest GR run-on sentence ever and I just want to let the guys at GR know that I hope u all die Collector I hope you fall on sharp toys if not I will simply step on your air hose and deprive you of oxygen and Bam-Bam I hope you drop your weights on your neck and

1. Armored Core: Master of Arena
2. Armored Core
3. Armored Core: Project Phantasma
4. Quake 2(PC)
5. Starsiege Tribes(PC)

FINAL FANTASY VIII

PlayStation



FINAL FANTASY VIII

GAME REVIEWS

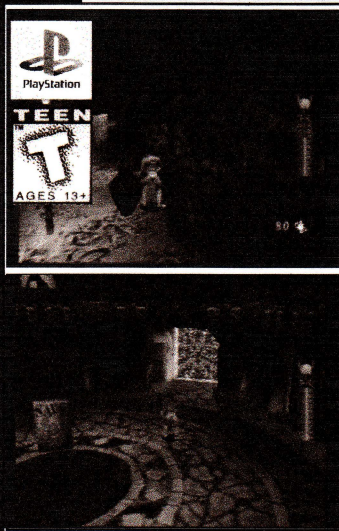
The Rave, The Grave, and Everything Inbetween



Akuji the Heartless

Eidos

1 Player - 1 Block - Analog - Dual Shock



H6

Graphics
85
Music
90
Sound
90
Control
80
GamePlay
85
Enjoyment
--
Replay
75
Overall

84

Well heres a game that about one of the oldest struggles sibling rivalries but on a more serious level. Picture this your Akuji and your brother took your girl and ripped your heart out! Now you know what time it is now good old fasion revenge. The graphics on this one is Tomb Raider-ish and he jumps goofy kinda like Laura Croft, but that can be overlooked because this game is interesting. It has that little voodoo beat in the back which is very entertaining. When your playing Akuji it has a platform style of gameplay for me which means alot of jumping from one place to another. So if you have to get one game get Metal Gear but if you have some change left over get Akuji.



Graphics
89
Music
82
Sound
80
Control
85
GamePlay
89
Enjoyment
79
Replay
80
Overall

87

ATH is yet another game to take use of the Tomb Raider/Gex engine, and although it has texture warping problems, and some animation kinks, I did find it to be a very good project overall. The story line is passable, and the characters move well. The levels are laid out very nice, and have incredible details (like the rain in stage 2). Although not everyone will care for the game, for those who don't care at least rent it. One of the better games this early into the year. Try it.



Graphics
86
Music
80
Sound
82
Control
82
GamePlay
75
Enjoyment
80
Replay
81
Overall

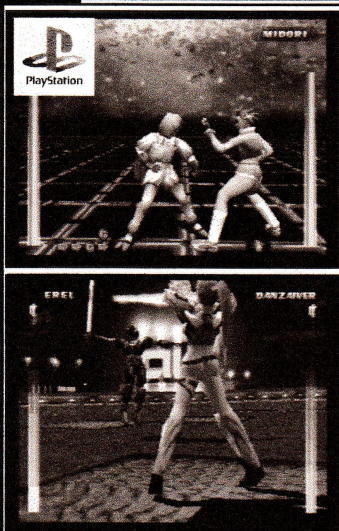
83

After the tepid *Tomb Raider III*, Eidos comes back slightly with a much better game. The Gex engine is alive and kicking, and although the mood is more serious and brooding, it still suffers from graphic twitches and very minor pop-up. Control is good enough for me, and the levels have enough diversity to keep even the non-platformers happy. While I did enjoy the game, I can't really see playing it through more then twice, but it was a great diversion.

Eretzvaju (Import)

Yukes

1-2 Players 1 Block



Graphics
69
Music
64
Sound
67
Control
75
GamePlay
62
Enjoyment
65
Replay
--
Overall

66

Never will this game be placed in the catagory of a 'serious' fighter. Aside from this fact, this is an enjoyable game. The character design is different, with more of a mix of average joe's and jane's, as well as the ultra-powered guys. Where this game excels, is it's ease of combat, with two buttons controlling the action, there's a respectable amount of moves and supers. Simple, yet enjoyable, as long as you don't think too much. (Button-mashers' heaven.)



Graphics
80
Music
70
Sound
70
Control
60
GamePlay
60
Enjoyment
80
Replay
30
Overall

60

An ok game overall. The control was a little too simplistic in that only two buttons were utilized, but some of the moves and effects were just too cool. I liked some of the character designs and the charge up feature, where it went through your life bar, but otherwise everything seemed like an average 3-D fighter. (Though at least the producer had the good sense to rip-off a good name from one of my favorite characters from another game.)



Graphics
68
Music
47
Sound
55
Control
41
GamePlay
40
Enjoyment
--
Replay
47
Overall

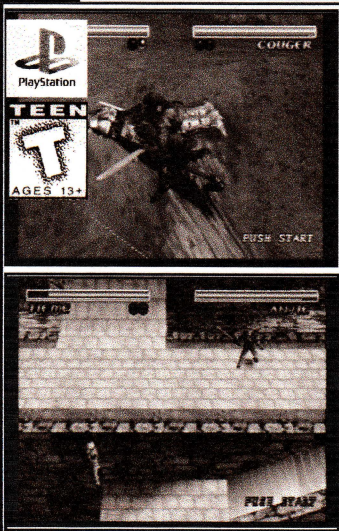
47

"Polygons, polygons, I'm still unaware why so many adore you, yet I still do not care. Perhaps it's the textures, Perhaps it's the lights, perhaps it's because you break up during all the damned fights. It's not all your fault, though, you'll not get all the blame; where's all the gameplay and music that should be in this game? I'll conclude now, dear reader, Please heed this call: Take thine money elsewhere and do not buy this at all."

Destrega

Koei

1-2 Players - 1 Block - Analog - Dual Shock



Graphics
65
Music
55
Sound
59
Control
52
GamePlay
50
Enjoyment
50
Replay
51
Overall

52

Dragon Ball fans, rejoice! *Destrega* is a button-mashing, random button-slammng fest, with heavy emphasis on cheese, Wisconsin style. While incorporating a pretty decent story mode, the actual combat, while fast and furious, can get real predictable and cheap. *Destrega* isn't a bad game, please just don't expect this to be taken seriously. It also doesn't help that occasionally the control gets unresponsive, furthur increasing annoyance.



Graphics
70
Music
50
Sound
50
Control
65
GamePlay
40
Enjoyment
--
Replay
0
Overall

46

I was always told if you dont have anything good to say about something dont say anything at all, but in this case I will ignore that saying. This is a great game if you like a tapfest where whoever's meter fills up first is the victor. If this game monsters instead of people and was any simpler it would be unholy war. Everything about this game is a waste of money this one can get boring extremely fast if not the first time you played it. So just rent this one beat it, beat your friend, and just throw it with unholy war.



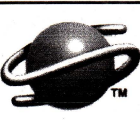
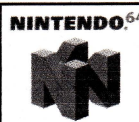
Graphics
72
Music
60
Sound
50
Control
80
GamePlay
60
Enjoyment
50
Replay
40
Overall

66

And here we have *the* button masher of all time. Remember the import Megatudo? Same thing, only difference is o ye of lightning thumbs will win, everytime. There is no strategy involved, at all. You run, you fire. You run, you fire. You win. There is a cool story mode, and the graphics are quite nice, but man oh man this ride was over before the Playstation even began to heat up. Koei should stick to the strategy games.

GAME REVIEWS

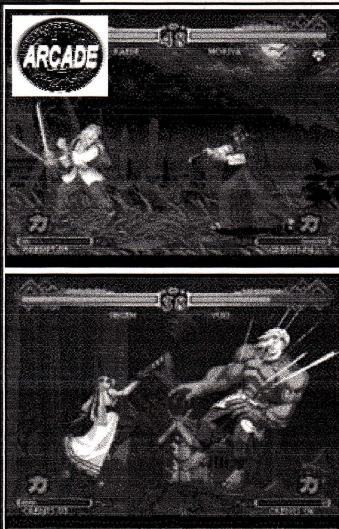
The Rave, The Grave, and Everything Inbetween



Last Blade 2

SNK

1-2 Players - 1 Save Space - Neo Cart, Neo CD



Graphics
90
Music
80
Sound
80
Control
85
GamePlay
80
Enjoyment
90
Replay
90
Overall

90

Another testament to SNK goodness. I just wish that all 2-D fighters could be as great. The animation, which mind you is still using the same old technology, rival that of a CPSIII game. The character designs are original and brilliant, and the storyline flows together. While the control system makes for some easy comboing, it doesn't do too much to effect the rest of it, and aside from it, some minor slowdown in certain highly animated areas, and some muffled sounds, the game is perfect. Besides, the combo's all look great and don't suffer from the high damage inducing capabilities inherent in most combos. (Setsuna, the new character in LB2, is the afore mentioned rip-offed name.)



Graphics
89
Music
76
Sound
79
Control
95
GamePlay
85
Enjoyment
--
Replay
68
Overall

85

Sometimes, the fact that SNK always puts out sequels is a good thing to rely upon. While the first Last Blade didn't get featured here well enough, I'm happy to give this game a full review and acknowledge that it's one of the better fighters that I've played in a long time. Everyone's been touched up, mostly for the better (I've a feeling Vashizuka is a bit useless this time around, and I expected a toned down Kagami since he isn't the boss anymore), and the new characters are all positive additions that give Last Blade 2 just enough characters to keep things interesting for a good amount of time. Toss in new gameplay refinements, secret modes and characters, many options for two-player competition, and you have a solid fighting game that looks brilliant and plays just about as well. If a console gets this game for a conversion, owe it to yourself to play it.



Graphics
74
Music
66
Sound
69
Control
72
GamePlay
69
Enjoyment
72
Replay
74
Overall

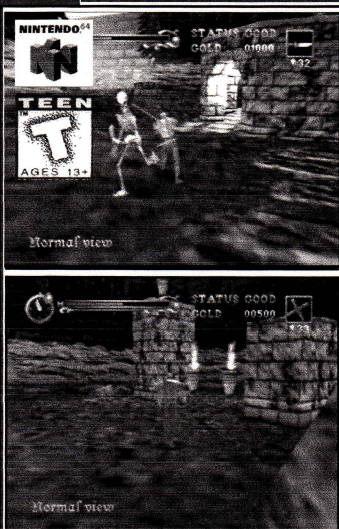
70

This is what *Samurai Showdown 3&4* should have been like. While LB2 still incorporates the new standard of dumbing down the controls, (curse the four-button system) this game has style, presentation, and most importantly, gameplay to burn. Character design is excellent, the control is good, and the specials themselves are great. Add in the ability to switch the fighters' emphasis (speed or strength), this game easily ranks among SNK's best fighters. The only real down points are the aforementioned control scheme, and a slight lack of characters.

Castlevania 64

Konami

1 Player - Pak Save



Graphics
70
Music
30
Sound
65
Control
70
GamePlay
60
Enjoyment
50
Replay
30
Overall

50

This game is a shame to the Castlevania series. And I may be wrong, but hasn't there always been someone with the surname Belmont in every Castlevania game? The practically non-existent music does nothing, the washed out pastel colors don't fit, and the Boob Rai,... I mean *Tomb Raider* meets *Zelda 64* control has got to go. What was Konami smoking when they produced this cartridge fit only for doorstep use?



Graphics
50
Music
30
Sound
60
Control
51
GamePlay
48
Enjoyment
--
Replay
50
Overall

50

As the gaming community slowly converts the flagship games of 2D yesteryear to the "superior" polygonal realm, we are faced with menacing games such as this one. This isn't to be taken as in a "fun" menacing, though; it's more of a "Well, what in the hell can I really say?" feeling. The graphics aren't very ambitious, the music literally is non-existent except for the rarest of moments, and the gameplay felt non-focussed and stiff as a whole. Probably the thing that irritates me the most about this game is how there seems to be many proclaiming this to be "The best Castlevania". Whatever. Just like *F-Zero X* and so many other games on N64, if it wasn't for name recognition, nobody would care.



Graphics
75
Music
40
Sound
62
Control
75
GamePlay
70
Enjoyment
73
Replay
70
Overall

75

Well, here we go again. It's not a bad game, and it's not an over the top game. Here we have a 64 Bit Castlevania game, with no Belmont, no awesome Konami music (yep yep, the Duo and PSX still hold the title), no...no...no *Castlevania*. The game is a breed of *Zelda 64* and *Tomb Raider*, which neither have any right to be part of the *Castlevania* series in any way, shape, or form. It takes you an hour or so to actually get to the good stuff, but by then you don't care, and feel like you just doing it for the review. Compared to the N64 library, it's not bad. Compared to the *Castlevania* library, it's a sad tale of not enough too late. Rent it.

Because Losing Sucks.

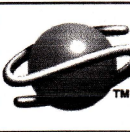
GAME RAVE

Contact: Game Rave

E-Mail:

ALSO RELEASED

The ones that got away from being reviewed...



Nectaris: Military Madness 2

Jaleco

1-2 Players 1 Block

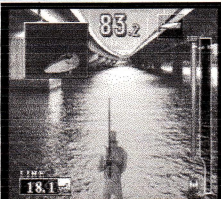


The PSX version of an old Turbo Duo import comes to the states. N:MM2 is a war strategy game that centers around a simple menu and turn based system. Hard core gamers may be turned off by it's simplistciness, but there is no denying it's charm and fun ways. Although the graphics are still pretty much on par with the Duo's, the gameplay and hidden secrets should keep players entertained.

Fisherman's Bait

Konami

1-2 Players 1 Block - Analog - Dual Shock

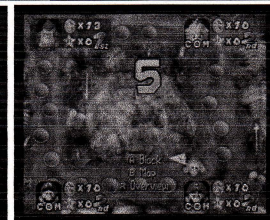
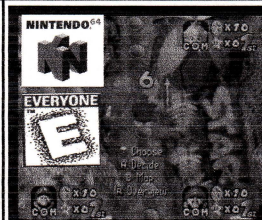


Konami's other release this month is a bit fishy. Take on other fishermen in this fishing tournament game of skill. The game features a variety of locales, and the usual assortment of baits, and game options. If you're a wee bit scared to go play *Silent Hill*, check this one out. Just don't tip the boat.

Mario Party

Nintendo

1-4 Players Rumble Pak

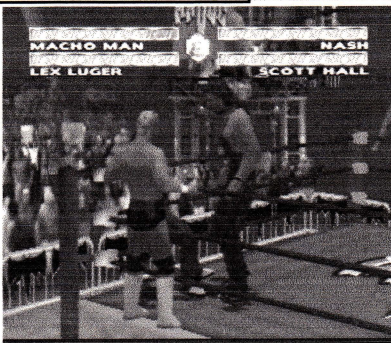
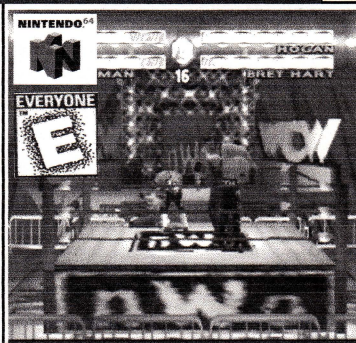


Here's a breath of fresh air, at least in the game genre department.. MP is a board game like cart with a ton of mini games based around the board game part. You pick from one of 8 characters, and go around collecting coins, stars, and power ups. The object of the game is to be the one with the most stars at the end. Coins are used as bonus points and to gain access to short cuts on the board and other goodies. Lots of cameo appearances in the game. Great for any and all age groups. Buy it for the kids, play it for yourself.

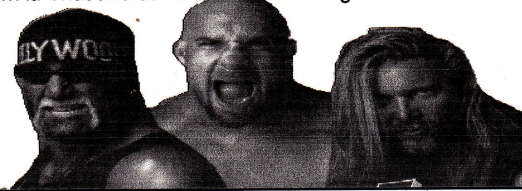
WCW Nitro 64

THQ

1-4 Players - 1/2 Pak Save- Rumble Pak



WCW Nitro 64 is for all intents and purposes the PSX version with more characters and some more options. The moves are still insanely hard to do, the characters still move too slow, and the graphics are very dull and washed out. Rent it, do your Goldberg impression, and return it. That and someone tell Hulk Hogan to retire. Heh



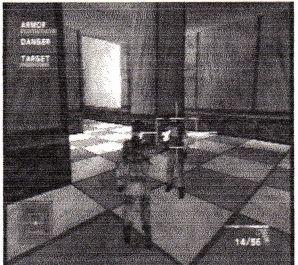
Syphon Filter

989 Studios

1 Player - 1 Block - Dual Shock - Analog



Syphon Filter tries to cash in on every good military/spy actionn game in the last year, and they almost pulled it off. The story centers on your attempts to stop an evil crime wave that has spread through out the world. Your first mission places you int he middle of a city block, with terrosists to take care of, people to save, and weapons and ammo to find. SF's biggest asset and worst problem is that borrows from too many other game titles. It has play mechanics of *Tenchu*, but not as many. It has the flair of *Golden Eye*, just not as smooth. It has characters ripped right off of *Metal Gear Solid*, just not as cool. And it tries to have *Tomb Raider* play styles, but doesn't work well with all the other factors going at once.



With all that, you'd expect a horrible review to follow. Well, it's not going to. But neither is a great one. The game does have a slight kick to it, and once you finally get the control layout figured, it does become rather amusing. The game has some cool momnets, like the helicopter attack, and the way guys fall off of buildings as you clip them. It also features a nice 'auto aim' feature that actually helps out, yet not make the game game too easy. 989 Studios is slowly breaking the bad reputation they have been gaining with previously bad releases. They just need to sit down with an original idea, and then, and only then, will they have a true hit.

IMPORTS

The Newest stuff from the East Side of Gaming



Thefonz apologizes in advance for not having too much information on the games other than the fact that they exist; Thefonz places the blame solely upon his sources, which usually provide more than a mere title to say about a game when it's released.

Atelier Elie Gust PSX RPG

If you're highly confident in your knowledge of Japanese, you may want to think about getting this game. This game features a clean graphical environment, better than average music and voices, and the novelty feature is that you are a chemist who must concoct liquids in preparation for battle. For the rest of us, though, the menus might prove too daunting to comprehend. But, you do get a lot of neat trinkets like a bag, Mini CD, postcard, and other such things, so the game isn't a total risk.

The Next Tetris Bullet Proof PSX Puzzle.

One would think that a blatant rerelease of a game would have some new things with it to try to warrant a separate purchase, but judging from what's known at this printing, that simply isn't the case; if you insist upon having nothing but imports in your game collection and you've been wanting a Tetris, well, you're in luck.

Yukiwari no Hana SCE PSX Interaction RPG

Roughly translating to "Flowers Under the Snow", Sony presents a polygonal interaction "love story" (or so it's marketed) that actually has Dual Shock support (not in the way you're thinking, naughty gamer). Though it isn't confirmed to be the case, knowledge of Japanese is probably required in order to enjoy this game.

Evolution Sega DC RPG

Since Climax Landers has been put off a few times now (and probably another time in between my writing this article and the actual day in which this magazine is printed), Dreamcast owners have been without an RPG to play with; Sega's answer lies in this seemingly derivative game. Asuper-deformed cast parades through this game, which supposedly has good graphics overall, fluid animation, and a liberal camera that helps the flow of the game. Hopefully, DC will not get the "N64 of America" syndrome where new games are bought due to nothing other than the public's lack of having anything new...

Snowbow Kids Plus Atlus PSX Sports

How interesting. A sequel to a N64 game ends up on... Playstation. With Dual Shock support, no less... well, it seems that this offers a few novel ideas, such as tracks that aren't in the Arctic, but other than that it remains to be seen if this game has any redeeming qualities.

True Love Story 2 ASCII PSX RPG

Ever get the feeling that there's too many of these games from Japan? At least this has 3CDs...

Bloody Roar 2 Hudson PSX 3D fighting

As reported in the Amusement Show review a few months back, Bloody Roar 2 offered more polygons and a few new people to improve over the first game, and from what is known, the same can now be said between the two versions existing upon the PSX. Bloody Roar 2: human/animal mutations at its best.

Digimon World Bandai PSX

AL (artificial Life) / Fighting

Ha! Take, this, Nintendo! Curse you, Pikachu! The battle goes on... This is the PSX version of a hand held create-a-moster and raise it game from a year or so back.

Kaitoranma Miyabi (Limited) PSX

Imadio Interactive RPG

At least it appears that in this version you're a manager of a female fencing team, so it doesn't seem totally derivative on paper...

Refrain Love 2 PSX Riverhill Soft Interactive

[skip] broken record... [skip]...

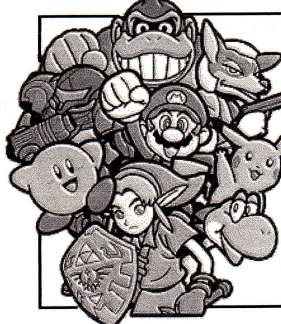
Super Hero Sakusen PSX Banpresto RPG

If you didn't get enough of Super Robot Wars F, this little package should tide your hunger over. SD Gundam, Ultraman, and other 'bots are featured here, and if you're a fan you've probably already got it.

Smash Brothers N64 HAL 1-4 Players Action/Fighting

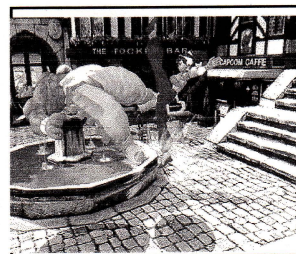
Get Smashed...

HAL releases a Nintendo mascot thrash fest. A weird mix of Poy Poy and Bomberman, Smash Brothers is actually pretty cool. Lots of gameplay as you try and beat the heck out of your friends. A US version is coming soon, and looks to be one of the more promising, if slightly off-key, titles for the N64 this year. Check Next Month for a full review.



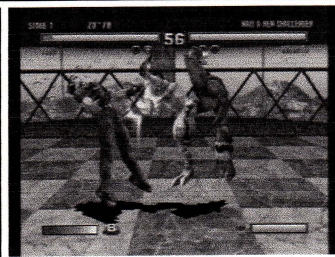
Hey Konami! Where's Metal Gear MSX?!

Ten of Konami's classic arcade games from the 80s will be collected in one volume for the Playstation on May 13. Konami 80's Arcade Gallery will have the games Circus Charlie, Gyruss, Pooyan, Road Fighter, Rock 'n Rope, Scramble, Shaolin's Road, Super Cobra, Time Pilot, and Yie Ar Kung Fu. Unlike the MSX Antiques collection of games which ported over MSX versions of the arcade originals, Konami's Arcade Gallery will port over the original code from the arcade boards. Now, if they would only wake up and get TMNT 1 + 2 Arcade, Bucky O' Hare, Martial Champions, and the real arcade games on them discs.



Or Get Stoned...

Just as Game Rave hits store shelves, Capcom of Japan will be releasing Power Stone on the Dreamcast. This will prove a competitor for Virtual Fighter 3tb, as PS is supposedly more true to it's arcade brother. We'll find out soon. Hopefully Zero 3 gets the same good treatment. Now about III: 3rd Strike...



RAVE STADIUM

Where the Arm Chair Athletes Live



Just Pep Talk

Whatever Happen to Class?

With the current state of the NBA manners in the gutter, old school fans have to wonder, "Where has all the class gone?" As a fan of the Golden Oldie days of Larry Bird, Magic Johnson, Kareem Abdul-Jabbar, and Isiah Thomas, all I can say is that the NBA has become a breeding pit of thugs, rapists, thieves, and paternity clinic clientele. Now the abnormal ones are the guys who behave, and don't have eight children.

Guys like John Stockton, or Grant Hill are all a dime a dozen, and schlubs like Kevin Garnett with 7 kids are common-place personalities in the NBA. Whatever happened to professional courtesy and sportsmanship? Or how about courtesy off the court? Instead we hear about Allen Iverson's numerous drug offenses, Scottie Pippen's reckless driving, and the multiple fatherhood's around the league. Maybe the NBA should be worrying about it's off court image instead of its pockets. The NBA is the fastest growing professional sports league, and like any adolescent they need to learn the hard way.

It's bad enough NBA fans had to live with the recent lock-out, but now they have to deal with the immaturity of its players. Fans are not the only ones who deal with this. Often times the families of players are dragged into the media circus that follows them around. These victims go unnoticed when profits are involved. The bottom line is all that matters, never mind the ethics, morals or responsibility.

But should society learn along with them, or should we be the parent that puts the child back in it's place?

Just Kevin

PLAY BOOK

CONTENDER

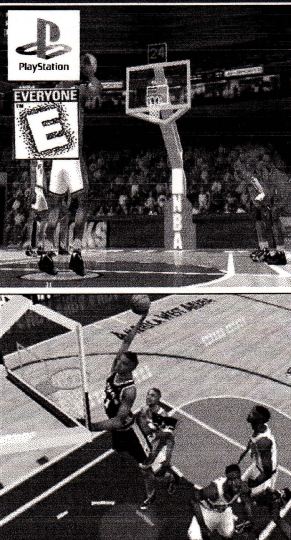
Main Event Characters in Two-Player Mode

Start a new boxer in the Main Event. Pick one of the boxers and immediately save him to your memory card. Exit, then repeat with another character. When you have saved each boxer start a two-player match. At the character select screen press SQUARE to pick one of the other boxers from your memory card.

Quick Recovery

When you get knocked down, rotate the D-Pad and press other buttons repeatedly to get up faster

NBA Live '99



EA Sports



Graphics 90
Music 50
Sound 75
Control 80
GamePlay 90
Enjoyment 85
Replay 95
Overall

81

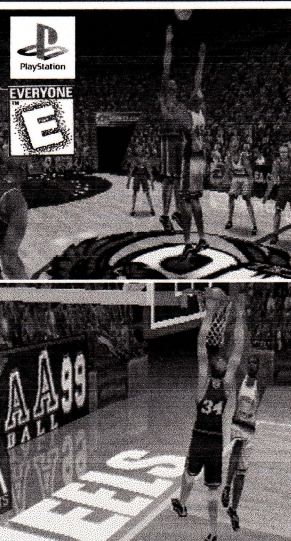
I waited until they came back to play, and I am dissappointed, Slower than last year and incomplete rosters don't set well. I can't say much else other than it could have been better, but it does allow custom season options in which you can rename your team. But it still doesn't have franchise mode, why lord!? Why can't they just have franchise mode! Anyway, hopefully next year's will be better.

1-8 Pl. - Many Blocks

Top 10 Things that would make Me Happier

- 10) No more soccer games (Hey, I'm American!)
- 9) No more games with someone's name on it (except Madden).
- 8) A Rugby or Austrailian rules football game.
- 7) A real minor league system in baseball and hockey games.
- 6) Better detail to the distinct features of each field or stadium.

NCAA March Madness '99



EA Sports



Graphics 90
Music 95
Sound 90
Control 70
GamePlay 65
Enjoyment 80
Replay 95
Overall

71

What happened to lay-ups? Now the emphasis is on what kind of stupid slam dunks you can do. Show the lay-ups, it makes the game look smoother. On the other hand, it does feature a lot of teams and it includes fight songs. One request though: Can the damn momentum meter! Just base it on the player's talent!

1-8 Pl. - Many Blocks

- 5) A computer that can announce created player names.
- 4) A hockey game with franchise mode.
- 3) A sports trivia game.
- 2) How about a volleyball game?
- 1) A fantasy sports game with simulation action!

MARCH MADNESS '98

Better Defense

Before the game starts, go to coaching and then to defensive plays and select FULL COURT PRESS. This will put major pressure on the opposing team forcing them to turn over the ball. To go along with this, press SQUARE to try and steal the ball.

Extra Points

After a dunk, call a timeout while the ball is in the net. This gives you the two points from the dunk and gives you the ball out of bounds with a chance to score again. This only works in exhibition mode.

Fake Pass

Hold the button for ICON passing as you would for a normal pass. Press one button to fake a pass, then QUICKLY press another button to throw it elsewhere. Careful, it's easy to throw the ball away doing this.

Secret Women's Team

Start a new season. When the calender appears, select "Division One vs. New Mexico" then back out and return to the Exhibition Mode screen. Choose Division 1 to access the secret women's team.

COVER STORY

Squaresoft has taken the FF series in a completely new direction, and so

FINAL FANTASY VIII



Squaresoft has taken a very brave step in tackling the Final Fantasy dilemma of creating a much more worthy sequel to the *Final Fantasy 7*, which many thought to be not of the same caliber as the previous games. In effect, Square has thrown out everything that has made their legendary game and started from the ground up. This could and has been damaging to other game titles, like *Twisted Metal III*, *Y's III*, and *Coolboarders 3*. But Square learned their lesson, and the 'new' *Final Fantasy* world is something to behold, both in scale and in execution.

The first obvious change is the characters. Gone are the Super Deformed 16 Bit characters, replaced with very human looking characters. While the fanboy in me hated to see them go, after playing VIII for some time, you realize how much more you feel for the characters in their new presentation. Body movements, slight gestures, everything becomes easier to read, and the new style helps to blend in with the background more. The graphics have been cleaned up from the demo disc, and it still amazes me at the textures that they could cram onto the bodies. You can see eyes, bangs, loops on the belts and so forth. While they may not look as clean as the flat shaded polygons of VII, they bring much more attention to detail.

Within this is the actual introduction of the characters. Each time a new person that is important to the story happens into the plot, they are introduced through CG cinemas. Each is well done and very detailed, and in Rinoa's case (you meet her at the school ball), extremely elegant and breath taking. CG was also used to help animate bigger areas in town and cave. A good example would be the one store in the second town of the game. The top part of the store has



clock like gears, and because they used the CG animation flawlessly, you get this visual effect that adds both movement and depth to the towns. What is also interesting to point out is the real story to the demo disc included with *Brave Fencer Musashiden*. Like the FFVII disc, certain portions were created and just for the demo. In this case, it's the placement of Rinoa in the group, Squall's jacket, and certain extra characters have been replaced. In the real game, you also now have a meeting and introduction of one of the characters right before you storm the radar tower. The raid is actually the final test in your abilities of becoming a full SeeD soldier.

The Game Play

After your quick class session in the beginning, you have access to the school computer in front of you. When turned on, you have the option of discovering more things about the school and school events, and if you choose the Tutorial, you gain access to the Guardian Forces (GF) Shiva and Quetzalcoatl. Here is the meat of the play mechanics.

The premise is simple. The GFs are your link to all other menu choices other than Attack. Once a GF is linked to a character (and several can be linked to the same character), you may choose from the standard options, like Draw, Item, Magic, and GF, but with a catch. You can only have 4 choices *total*. Since attack is always defaulted, you can only choose 3 from the list. This adds a heck of a lot strategy to the game, as you must now balance out an offensive player, and swap between Magic and Item user. The Materia System in VII was a

bit too open, and this allowed each character to be everything at once. But now with the limited choices and new bonus set up, it becomes almost an old school FF engine in a much more advanced set up.

More ingenious is the Guardian Force set up. For the first time in a Final Fantasy game, your "Call Monsters" (haven't heard that in while, have you?) now have their own life bars and experience points. When you cast a GF, that character's life bar is replaced with the GF's life bar, and the GF will now take the damage from an enemy attack.

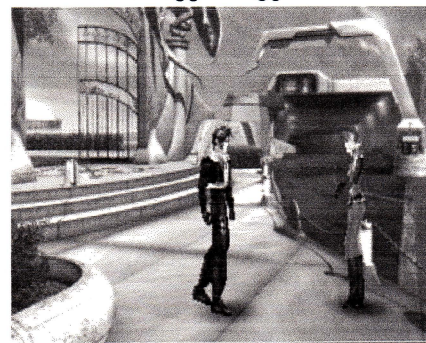
The magic is also linked to the GFs. Like the Materia, each GF has special abilities that you can learn as they gain experience points. Instead of the 'learn as you go' style in VII, you can now choose which skill, ability, or fight bonus you want next.

Guardian Forces also have their own set of items, like G-Heal and so forth. In effect, you almost have a weird kind of Tamagotchi effect with them, since you can lose them if not taken care of properly.

The newest addition to the action roster is the Draw option, and the new 'Toggle Trigger' on Squall's Gunblade.

Drawing is where you first learn magic, and is kind of like a substitute use while you are learning the real magic spells from the GFs. Magic is now stored like items. You have to first Draw (Steal) the spell out of the enemy, and then once you have it, you can then cast it on them. When you Draw a spell, you're given a few at a time. With the smaller creatures, the average seems to be between 3 and 4 per draw.

The Toggle Trigger is used



far, everything is going very well. The report from the field begins.

with Squall's Gunblade to make him fire the gun part as he swings the blade. This is done by tapping the R1 button just as he comes down mid swing. The resulting shot adds a hit bonus for more damage, and shakes your Dual Shock when done correctly.

The most shocking new feature though, is the weapon upgrade and money system. There is no longer that standard 'newer and better weapon' at each progressive town as in past FF games and most other RPGs. In order to upgrade your weapon, you must find and acquire items in battle, and then take the raw materials to a blacksmith, and he'll upgrade your weapon for you.

The money is also a trip, and it's actually pretty ingenious. You're no longer awarded money for beating monsters. Since becoming a SeeD soldier, you are now paid *hourly*. That's right. Every hour on the hour in the game clock, you are awarded a sort of 'Direct Deposit' of Soldier pay to your Gil count. The amount of money depends on your SeeD level, which can be raised by answering quiz questions and doing well in the game. Think about it...in a way you're actually getting paid to play the game. How's that for originality?

The Mini Game

And now the coolest part of new features to the game. The Card Game. As you fight monsters and gain GFs, you will acquire Game Cards that feature the specific monsters on them. Once you get your started deck (from a student in the upper Hallway of Garden), you can walk up to *any* normal background character in the game, hit the square button, and play the game with them.

The game is like a weird take on Magic, Tic Tac Toe, and Paper, Rock, Scissors. Each card features four numbers in a diamond shape, the character pic on the card, and if required, an element bonus (In Ifrit's case, he has the element of Fire).

The game is incredibly easy to figure out, but takes (to quote Melon) 'a lifetime to master.' The game board is a 3 by 3 square, and each player (well..you and the cpu) takes turns placing cards on the grid, trying to arrange it so that the numbers in the diamond on one card out does

the number diamond on the other player's card. The game is over when the board is filled, and tallies are taken as you play. The game is quite fun to play, but it does have it's own little quirk. Like Pokemon, if you lose to the other player, they get to take a card of thier choosing. In my first few attempts, I kept watching my beloved Ifrit card get taken. It's unclear if any of the card game playing has any effect on the game, but probably not.

The Lock Out Code Defeated

For those not on the web, the games *Poporogue*, *IQ Final*, and *Final Fantasy VIII* all feature a new country specific lock out code. The games can not be booted up on most normally modded Playstations. The game will boot up past the black and white logo screens, but then this all black screen with a big "no" symbol appears, saying that the game is not for use in the system. However, if you have a 2.1 or later Game Shark (the one that bypasses the first two screens and goes right to the GS menu) , you can input a unlock code, and boot the game normally. There is also talk of mod chip creators that have already figured out the bios for the new mod chip that will be able to bypass the lock out.

New Creatures

The game also features some interestingly bizarre new creatures. The first two bosses, some smaller enemies, and (at last count) there are two new Guardian Forces. They all look amazing, and have great animations, and reactions. The classic FF enemies also get a big face lift, and with the new style of artwork just ooze with coolness.

Misc Items

The game features both Dual Shock compatibility and Pocket Station usage. The Dual shock rumbles during the Guardian Force animations, Squall's Gunblade trigger, and sometimes during cinemas if needed (like when the mechanical spider dropped down from the radar).

The game is four discs long, and after the first eight hours, it seems that the game is set up like this. The First disc is sort of an introductory CD. There has been nothing 'exciting' in terms of plot developments, when compared to FFVII's destruction and assault opening. But instead, it focuses on setting up the character backgrounds, side story plots, and taking care of any possible loop holes that FFVII was



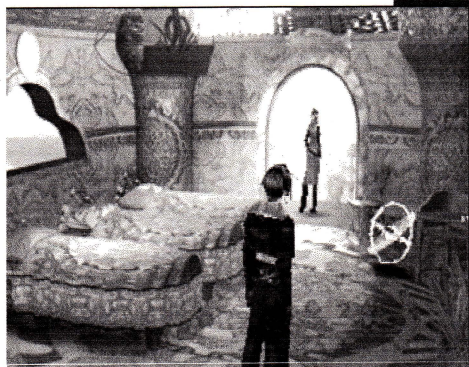
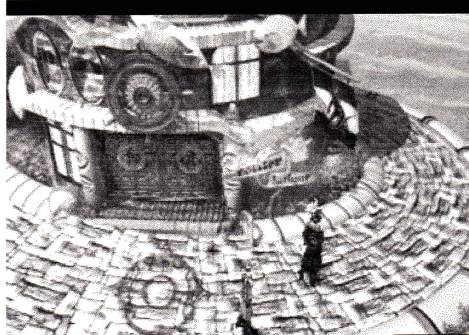
laden with. The first CD is rumored to be about 10-15 hours long, and then the 2nd and 3rd discs are where the true meat of the game is, with the 4th being the ending level and final movie ending.

With that said, *Final Fantasy VIII* has impressed me so far, but still not 'over the top' in terms of excitement. It is by no means dull, not by a long shot, but those used to VII's antics will feel a bit out of place.

As soon as this issue hits press, I will be locking myself in the GR office and playing this game like it was meant to be played. I spent 160 hours (3 times through, roughly 50+ each time) on the import VII, and I will be giving VIII the same amount of attention. Square has come back from a slight rut, and turned it into the next level of RPG gaming.

Welcome back to the Fantasy.

Dangerboy



COVER STORY

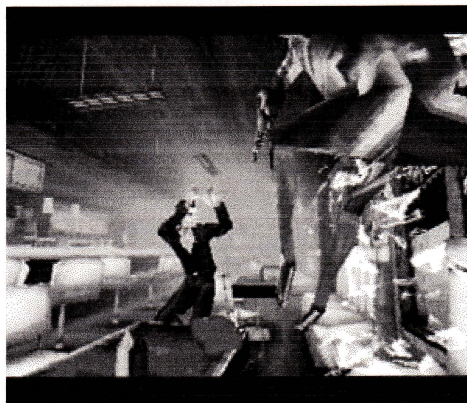
KONAMI TACKLES THE HORROR IN SILENT HILL FOR PLAYSTATION



ENJOY THE SILENCE

Z The first thing you'll notice about Konami's new "survival horror" genre game is that it isn't very silent at all. And the town of Silent Hill is a flat, seaside community. So then, why did they slap that title on? I've been through the game three times now, and I *still* don't know. What I do know, however, is that I have not jumped, shrieked, or gone "uh oh" more times while playing a game than I have playing Silent Hill. Heralded by some as a "Resident Evil 2 killer", Silent Hill slays RE2, chops it up into itty bits, and feeds it to large, 16" long cockroaches. Silent Hill is simply the creepiest game out now, for any system.

To be truly scared, one has to be drawn into the game and made to feel as if he or she is really there. Silent Hill achieves that with one of the most impressively immersive atmospheres of any game out there, horror or not. Visually, the town of Silent Hill is clothed in a thick fog, and it seems that it is snowing or raining the entire game. Often it is night or you are wandering around indoors and, of course, there isn't a light switch to be found anywhere. Actually, you spend most of the game in the dark, with only a pocket flashlight to see by. As with Resident Evil 2, you learn to listen for audio clues to detect incoming enemies, since Silent Hill uses an active third



person camera (instead of the fixed rooms used by RE2), and that piddly flashlight just isn't sufficient. Be prepared to see enemies fade into view out of the darkness or the fog. Or, not see them, and get attacked from behind >_<. The flashlight effect is truly impressive, Konami paid attention to every minute detail of a low-light environment. Colors, for example, are not really detectable until more light is shed on a wall, creature, object, etc. You can even see lens flare, should the flashlight be pointed at the camera. Silent Hill also features really whacked visuals. Exploded dog remains, mutant zombie children who wield knives, and shriveled corpses crucified on chain link fences are but a few examples of the dark visual feel to the game.

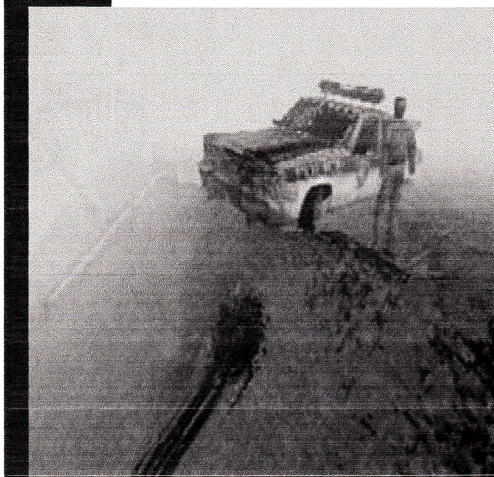
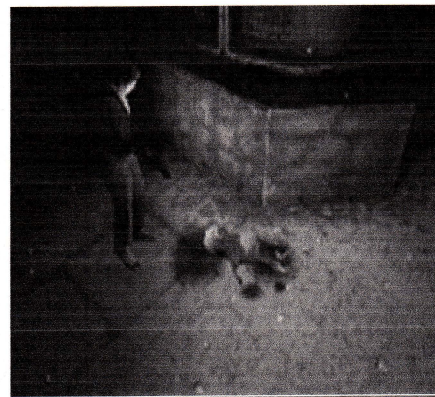
Although walking around scared of things that go bump in the dark is nerve racking at times, it is the musical score that makes Silent Hill as immersive as it is. Simply put, the music makes your skin crawl. Eerie notes made on an ethereal instrumental float in the air, as well as a truly demonic set of percussion-type sounds abound. The icing on the cake though, is that the music reacts to onscreen events. Walk into a room, and suddenly the music changes. Walk around a corner, hear some nasty nasties in the distance, and the music swells. Sometimes the music will get creepier and/or louder for no good reason other than to make you even more wary than usual. Nice touch, Konami @_@

Since we've covered the differences fairly well, let's go over the similarities. For starters, both Resident Evil 2 and Silent Hill have very little plot. Not to say that there isn't any, but this isn't exactly on the

level of Final Fantasy. Both games throw you into the action w/ a car crash too. Both games have health canisters (first aid kits, sprays, bottles, etc), although Silent Hill lacks the tasty weed...err...herbs that RE2 has. A knife and a handgun is standard issue in both games, and the shotgun can be found later on as well (Silent Hill has a katana sword and a chain saw though ^_^). Probably the most amusing similarity between the two games though, is the voice acting. Both games feature male main characters that need more than a couple of remedial voice acting classes. Everyone else is capable of delivering believable lines though, thankfully.

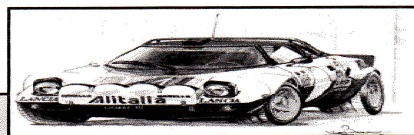
Is Silent Hill going to be a Game of the Year contender? Highly doubtful. Is it setting new standards for horror games? Definitely. Konami has shown that a properly executed horror experience can be done, and future developers will be hard pressed to surpass it. If you like a good chill running up and down your spine, do check this game out ^_^

Zeede



COVER STORY

After a mild start, the Dreamcast goes into 2nd Gear.



WHEN SEGA RALLIED



Remember that whole theory I had about judging systems by their first car game? That curious giggle that I awarded to *Pen Pen* has now been replaced by a smirk. A bon- a-fide, "heh, this is cool" smirk. Sega has finally brought the system to it's real opening statement. A statement that almost screams "We're back."

Sega Rally 2 marks the first true racing game for the system, and also drowns some of the doubts that games like *July*, *Pen Pen*, and *Godzilla Generations* raised. The game features a slew of options, all in English (this is the Japanese version we're talking about), nice high resolution graphics, good control, and it even brings the first true Network play to the system.

The game's newest additions are all very promising, and although there are some very, very minor kinks in the armor, this is a very good game, and will probably sell systems.

We'll begin with the game options. Arcade mode is your standard port over. Pick a car, race a few races, take home a trophy, enter initials and so on. But the 10 Year Championship Mode is where the game really shines. Each year consists of four races, for a total of 40 races among some of the toughest racers on the Sega planet. There are roughly 5-6 tracks, all with variations off the main track, which would then technically bring the count to about 12+. There are various weather conditions, such as snow and rain, and the tracks carry many hazards to your car. What's interesting is just how much Sega actually crammed into a track. Some of the longer tracks have mud, dirt, concrete, gravel, and even

some water to drive through. Nothing like painting a sweet coat of fresh mud all over your white Supra, ne?

There is also practice and Time Trial Modes, which brings an interesting concept for the VMS. If you save your 'Wrench File' (nicknamed so for it's icon on the VMS screen) to your VMS, you will be able to view *every* time record you have set, complete with names, times, and weather conditions and track names. All in English. All on that little dot matrix screen. This came as a surprise, and only helped bring a good feeling towards the overall package.

Among the race options is something that will probably become standard on racers to come; customization. Listen up *Gran Turismo* freaks, Sega has your ticket. Within the car options are gear ratio settings, front and back spring settings, automatic or stick, tire settings (as in the type, not slide or stick), engine ranking, braking and steering ratios, and so on. You can even name your car's save file, and have about 6 saved car specifics. This helps add a nice sense of realism to the 10 Year mode, since you can alter your cars performance set up to the demands of track. Or, if you're like me, you can try doing 165mph on an icy corner in concrete tires. Heh heh.

The is also a rather gimmicky, yet wonderfully odd "Profiles" Section to the disc. When entered, you pick a car, and then you watch it race around tracks, and listen to a Japanese voice over discuss the pros and cons of the car, and offer advice on each car for which are best suited to what races. It will be interesting to see how they handle the US voice over for this part of the game. If done right, it would be like having your own car TV show inside a gig-disc. If done wrong, wasted space.

The overall game options are also nice. You can customize the announces voice for each game section. This adds a lot to it, really. There's a kind of weird feeling listening to some over happy guy shouting "Easy Right! Very Long Easy Left! Bridge!" in practice, and



then hearing the smooth sounding over happy women going "Easy Right! Very Long Easy Left! Bridge!"

The control is very nice, and it was only after playing the game that we realized that the L and R buttons we're analog (actually...I'm pretty sure we knew but since no game had used them for the analog we probably just forgot). They handle beautifully, and the analog works well for once.

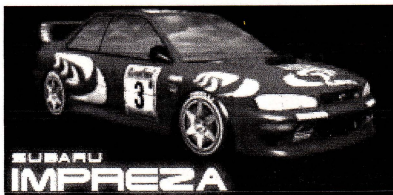
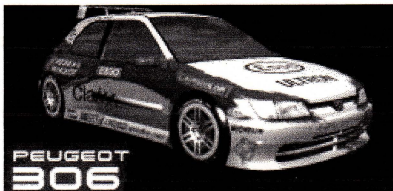
Music is a toss up. For the most part, the demo and other music is dead on, but there always seemed like there would be that one icky tune. I can groove to it, so that's all I care.

So what could possibly go wrong with all these rights you ask? Well, for the most part, and really the only part, is that *Sega Rally 2* still suffers from the Saturn 'cough', but in a weird way. In Saturn racing games, when you hit a crowded area of the track, or a very graphic heavy section, the game would 'cough' for a second or too, by slowing down to handle everything. In the process, it would usually flicker (removing polygons from the screen to help reduce the number of items to be calculated). But the Dreamcast does something I never thought possible; it drops the resolution. Seriously. When the DC 'cough' happens, for the slightest second you'll see the high-roads drop to just in-between high and normal res. Now, to be honest, this bugged the heck out of me the first few times through (I blame the Windows CE for it..heh), but after a few more races, you don't notice it, unless you look at the tree textures while racing. But since there's no graphic loss in the track or car, it can be forgiven.

The Dreamcast launch is 7 months away. 7 months is more then enough time to cure the Dreamcast *Sega Rally 2* of it's cough. More then enough time to start saving them pennies. More then enough to realize that very soon, PSX2 or not, Sega has begun the rally to the top once again.

Sega Rally 2 will have my blessing for a top ranking game.

Dangerboy



OLD SCHOOL

Welcome Back to the 16 Bit Days

Turbo Duo

SEGA CD

SEGA 32x

Turbo Grafx 16

SEGA GENESIS

SUPER NINTENDO



Welcome!

Trying to make myself feel a bit welcome, I felt I should write a little introductory to make you readers feel a bit more comfortable with me. I've chosen the name Silver, simply because I like the word. I've played video games for about 11 years now, and I feel very honored to be writing like a publication like Game Rave. I started out

playing *Super Mario Brothers* on Saturday mornings at the local bowling alley. My avareice for game quickly spread over to *Karate Champ* and *Double Dragon*. I was hooked. Since then, I've probably spent literally thousands of dollars on games and systems. I currently own a Game Boy Color, Neo Geo Pocket, Saturn, TurboGrafx-16 w/CD player and Arcade Card, and an import Dreamcast. My favorite would have to be the TurboGrafx-16, by far. Which is why I'm going to have so much fun writing this section. So, I hope you enjoy my stay here!

Shinobi

Master System

If you don't know what I'm talking about when I say Shinobi, you must have been living under a rock for the past 15 years. Really, who doesn't know? *Shinobi* is the action game that pretty much made the Sega Master System....ok, alongside *Phantasy Star*....and a few others. But still, it's a great game, and it's only on Sega. Starring Joe Musashi, a ninja, Shinobi is the quest to rescue hostage after hostage. Your main weapon for most combat is throwing stars, but for close combat Joe can kick and, if powered up, wield his mighty sword. While the game doesn't quite have the showy graphics of the arcade game by the same name, the basic colors and simple animations serve their purpose. The sound is....well, the sound is there. That's all I care to comment on it. But the game has what counts; it's fun. Sure, the bonus rounds can be hell to get through alive, and the Ninja Magic can be a trick to use, but it's fun. However, don't play it expecting to be rewarded for any hard work you put into it. The ending is the same if you die or win. No joke. For those who have a Sega Master System and no copy of *Shinobi* (isn't there some law against that?), I suggest you find a cheap copy. It can be found with no trouble, and it's worth it. A good buy for those who still care.

Silver

Jurassic Park CD

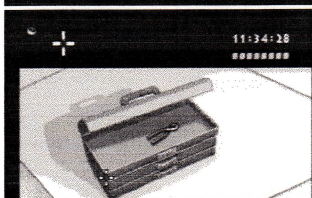
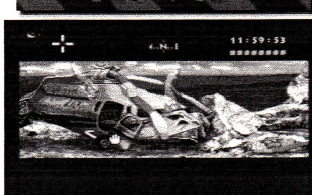
The Sega CD version of JP was a far cry from the horrid Sega Cart of the same name. This version was a visual point and click adventure, where you played the role of adventurer, going back to the island to try and rescue the dinosaur eggs from an evil corporation trying to restart the JP project. The game has you locating items like pass cards, pliers, weapons, and secret passwords to obtain all the tools you need to fight off both the corp. guys and the dinos.

JP was a cool game for it's time, and Sega spent a ton of money to make the game sound as authentic as possible, from hiring a real dinosaur researcher to recording real swamp sounds and effects.

The game was a great once through, but after that, it lost much replay value since the loaction of the objects never changed, and there was no difficulty settings. For a few dollars though, it's worth it.

DangerBoy

SEGA CD



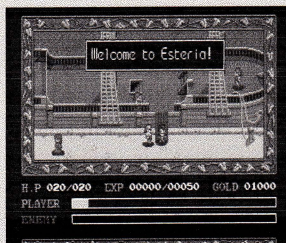
Ys Book 1&2

Turbo Duo

Being just the RPG the TurboGrafx-16's CD player needed, *Ys Book 1&2* provided that swift kick in the pants to get the system going. It was, by no means, an original RPG. It had been done years before Falcom released it. But Falcom saw their chance to give their Ys saga another chance with the TurboGrafx-16 CD player. And there it was. The game starts out with our hero, Adol, arriving in a town and being greeted by a fortune teller, named Sarah. She tells him that their land is in great disease, and they need a warrior like him to vanquish all evil. Of course, Adol accepts. Thus begins the quest to find the legendary lost land called Ys. The quest leads Adol through a series of caves, towers, and finally....well, for those who still have yet to play this masterpiece, I won't spoil any surprises. Controlling Adol is quite simple to learn. The game is similar to *Zelda* in its top-down view. The battle system, however, is very different. Attacking an enemy involves simply running into them. The game is still a milestone by today's standards. The music is AMAZING, the graphics colorful and crisp, and the gameplay is simply yet challenging. An epic story also accompanies the aural and visual pleasures the game player may experience when first playing this CD. The game is not without it's downsides, though. The most noticeable is, by far, the voice acting. Other than the cheesy voice-overs, however, I'd say this game is close to flawless.

An epic of it's own category.

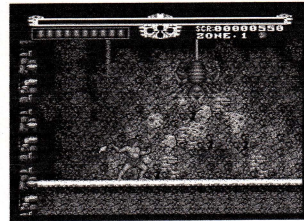
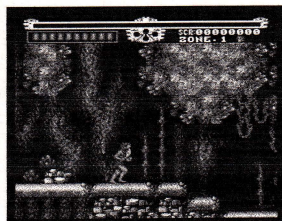
Silver



Legendary Axe

Turbo Grafx 16

Almost every system released needs a platformer released with it at launch, and the TurboGrafx-16 had *Legendary Axe*. While not the best-selling game, it presented itself and the system quite well. To put the story simply, it's a caveman with an axe hunting down his love. Sound familiar? You bet. To be honest, that pretty much is the story, I just left out the names. A very easy game to learn, *Legendary Axe* consists of guiding the hero through levels filled with animals and rock creatures of all sorts. The only weapon is your trusty axe, and your only clothes are your week-old undies. Scary but true. You can, however, power up your axe and charge it up for more powerful attacks. A very basic, yet satisfying game. The graphics, though a bit grainy, are clean with bright colors, and the sound is simple, but carries the necessary beat with it to keep one jamming out. The challenge is definitely there, especially as the game progresses. The later levels take some real gaming skill to get through. The last boss could have been a bit tougher, though. Overall, this game is an absolute blast. I must confess, I think this game could even be called a staple for any TurboGrafx-16 owner. Or any collector, for that matter, and that's no lie.



THE CLASSICS

NES

INTELLIVISION

COLECOVISION

Master System



Welcome back to the oldies but goodies section!

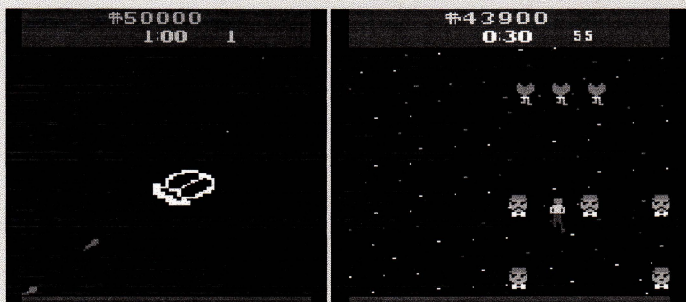


It's a stormy night, and you are creeping through the dusty corridors of a haunted house, with only a flickering match to guide the way. You're searching for pieces of the golden urn, which are hidden throughout the four-story house. Each floor has six rooms, connected by hallways. Some of the rooms may be locked, in which case you'll need to find the key. As the stumble a long, a vampire bat flies in your face. A furry tarantula runs over your foot. And suddenly you see a ghost! It's enough to scare you to death. Can you find the key, collect all the urn pieces, and get out alive? —17 years ago to the month you would have read this in some magazine, an ad for Atari's newest game, *Haunted House*.

Welcome to Game Rave's newest section "Classics." Here, we will be looking at the games that started it all. Ever wonder what games were like 15 to 20 years ago? Well, find out here. Whether or not you were there to experience them, I think you'll find it an interesting journey into our gaming history. In this article, we will be focusing on the Atari 2600 since that was the popular machine of the 80's. "Why look back?" you say. Well, let me tell you why I want to write this article. It's not that long ago that all systems had a button for color or black and white. Games only had 5 to 10 colors. Music, well we won't talk about music now. I think looking back shows us just how far we actually have come in the past years. So let's journey back in time where all controllers had one button.

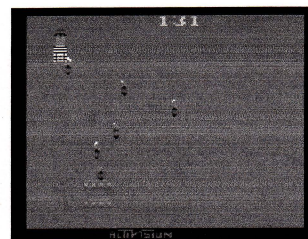
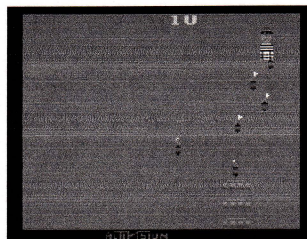
Journey Escape—Data Age Inc 1982.

Ahh..That was the game. Based off the '70s band journey your goal was to get the lead band member to his next concert. Unfortunately, between you and the concert were fans, managers, and photographers all of which you had to dodge or else lose money. They game was over if you lost all your money. Actually, it's quite a fun game. As you're level increased so did this speed of the objects you had to dodge. You dodged until your scarab mobile arrived on the screen that you had to reach before it past you by. Even though there were only two screens that you switch between and managers that you had to dodge looked like the Kool-Aid guy, what makes the game fun is the music. During your game you were treated to the Atari version of Don't Stop Believing (by Journey, of course) which went something like this Do-Do—DoDoDo—Da-Do-Do—Da—Da—Do, and no, I'm not exaggerating it sounded just like that.



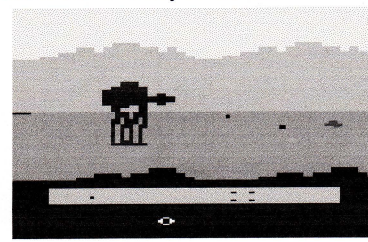
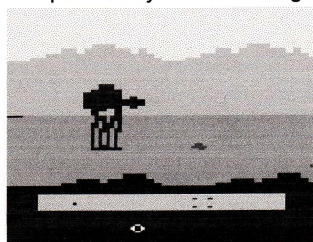
Kaboom—Activision—1981.

Quite possibly the best game for Atari, the only goal was to catch the bombs a masked prisoner dropped from high atop a wall. The catch (no pun intended) after every 10 bombs he would speed up. And boy would he speed up. You start out with three buckets of water spaced on top of each other. If you missed one bomb it would fall to the bottom of the screen and explode and you would lose one of your buckets. This game was one of the first endurance testers. It also was one of the games to use the paddle controller, a controller that allows you to move objects from side to side on the screen.



Empire Strikes Back—Parker Brothers—1982.

Being of Star Wars fan, this game is naturally close to my heart. The goal of this game—destroy the oncoming At-At's before they reach your base. The game was cool because you got to fly around a snowspeeder and shoot at At-At's. The music was if you could call it that, decent. The problem? Well, the At-At's would never stop coming. Literally, if you shot one enough times it changed color about 4 times or if you shot the special blinking space on the At-At it would explode. But, another one would walk onto the screen. Much like many games of this time, your reward for hours of playing was a high score you could compare with your friend's high score the next day at school.



I hope you have enjoyed this look back and will join us next issue when we look at movie related Atari games and a bit of history on the system. Until then, Be Seeing You.

Cap'n Atari

Bowling -- Mattel 1980

INTELLIVISION

It's still amazing that after 19 years the Intellivision Bowling still hold it's own against even the bigger boy toys, at least to me. This game was incredible for it's time. It featured actual pin movement, such as bouncing around and going into the pit, tipping, and even had the pin reset rack animated. The game allowed up to four people to bowl, and it kept track of all scores with a readily available score window. It had crowd cheers and horns when you got a strike, and if you beat it with a score of 175 or more, you were to P.I. Tricakovsky's Victory Fanfare.

Even in today's visually distinctive world of Ten Pin Alley's, Bruswicks, and othe bowling games, none of them can really hold a torch to the nostalgic value that Bowling has. It was ahead of it's time 19 years ago, and it still has a way to go before fading into that big digital alley in the sky.

DB



PlayStation

Akuji - The Heartless

FAKE Invincible
800B A746 06CA

Spells On Pick-Up
800B A744 0010

Infinite Health
D006 981E A4C2
8006 981E 2400

Extra Spell Ammo
8009 1C24 0001

Enable All Levels
800C 4704 000F

Walk Thru Walls (Note 1)
D00C A37E F5FE
8007 425E A482
D00C A37E F5FE
8007 424A A482
D00C A37E FAFE
8007 425E 2400
D00C A37E FAFE
8007 424A 2400

Infinite Lives
8008 0346 2400

Note 1: With this code, you have to turn it off to goto the next section of the level. Hold L1 & L2 and press Select to activate this code so you can walk thru walls, then to de-activate it Hold R1 & R2 and press Select to de-activate it. And when inside walls Hold R2 to goto sniper mode so you can see while inside the wall.

Darkstalkers 3 US

Infinite Health P1

801C 0E54 0120
801C 0E56 0120

Infinite Health P2
801C 1228 0120
801C 122A 0120

P1 Super Power Bar Full
801C 0ECA FFFF

P1 Super Power Bar Empty
801C 0ECA 0000

P2 Super Power Bar Full
801C 129E FFFF

P2 Super Power Bar Empty
801C 129E 0000

P1 Inf. Time In Demension
801C 0F2C 0070

P2 Inf. Time In Demension
801C 1300 0070

Max Level Up for Original Character Mode
801C 1768 FFFF
801C 176A FFFF
801C 176C FFFF

Have All Collection
801C 1D74 FFFF
801C 1D76 FFFF

Enable DX & EX Option Modes
801C 1D78 0003

Irritating Stick
Infinite Lives
8005 0500 0002

Infinite Time
8005 0610 06E5

Pool Hustler US

Ball Always in Hand
8007 8238 0000

Max Cash (Press L1 to Activate)

D007 8230 0004
800B D00C 967F
D007 8230 0004
800B D00E 0098

Unlock Stages (Press L1 to Activate)
D007 8230 0004
800A 3F50 FFFF

Have All Cue Sticks (Press L1 to Activate)
D007 8230 0004
800A 3F38 000F

All Trick Shots Completed
300A 3F63 001F
800A 3F64 1F1F
800A 3F66 1F1F
800A 3F68 1F1F
800A 3F6A 1F1F
800A 3F6C 1F1F
800A 3F6E 1F1F
800A 3F70 1F1F
800A 3F72 1F1F
800A 3F74 1F1F

800A 3F76 1F1F
800A 3F78 1F1F
800A 3F7A 1F1F
800A 3F7C 1F1F
800A 3F7E 1F1F
800A 3F80 1F1F
300A 3F82 001F

All Trick Shots Completed
(GS 2.2 or Higher Needed!)
5000 2001 0000
300A 3F63 001F

Infinite Cash
800B D00C FFFF

RC Racer US

Unlock Cars
8004 3E0A 1212
8004 3E0E 1212
8004 3E12 1212
8004 3E16 1212
8004 3E1A 1212
8004 3E1E 1212
8004 3E22 1212
8004 3E26 1212
8004 3E2A 1212
8004 3E2E 1212
8004 3E32 1212
8004 3E36 1212
Up
8007 E610 0002

2x Speed Power Up
8007 E610 0008

Super Wheels
8007 E610 0020

Ghost Mode

Big Grip Tires
8007 E610 2000

Secret 1
8004 6BCC 4E46
8004 6BCE 0047
8004 6BD8 4F43
8004 6BDA 4544
8004 6BDC 4853
8004 6BDE 5241
8004 6BE0 204B
8004 6BE2 0000
8004 6C04 4F43
8004 6C06 4544
8007 E610 8000

8004 6C08 414D
8004 6C0A 5453
8004 6C0C 5245
8004 6C0E 0000

Secret 2
8001 4724 4148
8001 4726 4B43
8001 4728 4445
8001 472A 420A
8001 472C 2059

8001 472E 4E46
8001 4730 2047
8001 4732 0000

Flame Dragon Car Codes

Always Place 1st
8007 E78E 0000

Invincible
8007 E610 0800

1x Speed Power
Press L1 for Flight Wheels
D009 E3D0 0004
8007 E612 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8007 E612 0000

Press R1 For All Powers
D009 E3D0 0008
8007 E610 A820

Press R2 For No Powers
D009 E3D0 0002
8007 E610 0000

Krush Car Codes

Always Place 1st
8007 D6C6 0000

Invincible
8007 D6C6 0800

1x Speed Power Up
8007 D548 0002

2x Speed Power UP
8007 D548 0008

Super Wheels
8007 D548 0020

Ghost Mode
8007 D548 8000

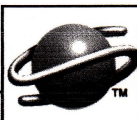
Big Grip Tires
8007 D548 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8007 D54A 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8007 D54A 0000

Press R1 For All Powers
D009 E3D0 0008
8007 D548 A820

Press R2 For No Powers
D009 E3D0 0002



8007 D548 0000

Scorpion Car Codes

Always Place 1st
8007 EFF2 0000

Invincible
8007 EFF2 0800

1x Speed Power Up
8007 EE74 0002

2x Speed Power Up
8007 EE74 0008

Super Wheels
8007 EE74 0020

Ghost Mode
8007 EE74 8000

Big Grip Tires
8007 EE74 2000

Press L1 For Flight Wheels
D009 E3D0 0004

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8007 EE76 0000

Press R1 For All Powers
D009 E3D0 0008
8007 EE74 A820

Press R2 For No Powers
D009 E3D0 0002
8007 EE74 0000

Vixen Car Codes

Always Place 1st
8007 DF2A 0000

Invincible
8007 DF2A 0800

1x Speed Power Up
8007 DDAC 0002

2x Speed Power Up
8007 DDAC 0008

Super Wheels
8007 DDAC 0020

Ghost Mode
8007 DDAC 8000

Big Grip Tires
8007 DDAC 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8007 DDAE 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8007 DDAE 0000

Press R1 For All Powers
D009 E3D0 0008
8007 DDAC A820

Press R2 For No Powers
D009 E3D0 0002
8007 DDAC 0000

Mook-808 Car Codes

Always Place 1st
8008 3312 0000

Invincible
8008 3194 0800

1x Speed Power Up
8008 3194 0002

2x Speed Power Up
8008 3194 0008

Super Wheels
8008 3194 0020

Ghost Mode
8008 3194 8000

Big Grip Tires
8008 3194 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8008 3196 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8008 3196 0000

Press R1 For All Powers
D009 E3D0 0008
8008 3194 A820

Press R2 For No Powers
D009 E3D0 0002
8008 3194 0000
Graphite Plus Car Codes

Always Place 1st
8008 091E 0000

Invincible
8008 07A0 0800

1x Speed Power Up
8008 07A0 0002

2x Speed Power Up
8008 07A0 0008

Super Wheels
8008 07A0 0020

Ghost Mode
8008 07A0 8000

Big Grip Tires

8008 07A0 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8008 07A2 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8008 07A2 0000

Press R1 For All Powers
D009 E3D0 0008
8008 07A0 A820

Press R2 For No Powers
D009 E3D0 0002
8008 07A0 0000
Venom Car Codes

Always Place 1st
8007 F856 0000

Invincible
8007 F6D8 0800

1x Speed Power Up
8007 F6D8 0002

2x Speed Power Up
8007 F6D8 0008

Super Wheels
8007 F6D8 0020

Ghost Mode
8007 F6D8 8000

Big Grip Tires
8007 F6D8 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8007 F6DA 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8007 F6DA 0000

Press R1 For All Powers
D009 E3D0 0008
8007 F6D8 A820

Press R2 For No Powers
D009 E3D0 0002
8007 F6D8 0000
Dirt Dog Car Codes

Always Place 1st
8008 2AAE 0000

Invincible
8008 2930 0800

1x Speed Power Up
8008 2930 0002

2x Speed Power Up
8008 2930 0008

Super Wheels
8008 2930 0020

Ghost Mode
8008 2930 8000

Big Grip Tires
8008 2930 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8008 2932 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8008 2932 0000

Press R1 For All Powers
D009 E3D0 0008
8008 2930 A820

Press R2 For No Powers
D009 E3D0 0002
8008 2930 0000

Hard Corps Car Codes

Always Place 1st
8008 4C3E 0000

Invincible
8008 4AC0 0800

1x Speed Power Up
8008 4AC0 0002

2x Speed Power Up
8008 4AC0 0008

Super Wheels
8008 4AC0 0020

Ghost Mode
8008 4AC0 8000

Big Grip Tires
8008 4AC0 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8008 4AC2 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8008 4AC2 0000

Press R1 For All Powers
D009 E3D0 0008
8008 4AC0 A820

Press R2 For No Powers
D009 E3D0 0002

SHARK RAVE

The Game Shark Code Creators Club

8008 4AC0 0000

Land Shark Car Codes

Always Place 1st
8008 224A 0000

Invincible
8008 20CC 0800

1x Speed Power Up
8008 20CC 0002

2x Speed Power Up
8008 20CC 0008

Super Wheels
8008 20CC 0020

Ghost Mode
8008 20CC 8000

Big Grip Tires
8008 20CC 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8008 20CE 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8008 20CE 0000

Press R1 For All Powers
D009 E3D0 0008
8008 20CC A820

Press R2 For No Powers
D009 E3D0 0002
8008 20CC 0000
Road Ninja Car Codes

Always Place 1st
8008 00BA 0000

Invincible
8007 FF3C 0800

1x Speed Power Up
8007 FF3C 0002

2x Speed Power Up
8007 FF3C 0008

Super Wheels
8007 FF3C 0020

Ghost Mode
8007 FF3C 8000

Big Grip Tires
8007 FF3C 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8007 FF3E 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8007 FF3E 0000

Press R1 For All Powers
D009 E3D0 0008
8007 FF3C A820

Press R2 For No Powers
D009 E3D0 0002
8007 FF3C 0000
Chupacabra Car Codes

Always Place 1st
8008 43DA 0000

Invincible
8008 425C 0800

1x Speed Power Up
8008 425C 0002

2x Speed Power Up
8008 425C 0008

Super Wheels
8008 425C 0020

Ghost Mode
8008 425C 8000

Big Grip Tires
8008 425C 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8008 425E 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8008 425E 0000

Press R1 For All Powers
D009 E3D0 0008
8008 425C A820

Press R2 For No Powers
D009 E3D0 0002
8008 425C A820
Reaper Car Codes

Always Place 1st
8008 3B76 0000

Invincible
8008 39F8 0800

1x Speed Power Up
8008 39F8 0002

2x Speed Power Up
8008 39F8 0008

Super Wheels
8008 39F8 0020

Ghost Mode
8008 39F8 8000

Big Grip Tires

8008 39F8 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8008 39FA 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8008 39FA 0000

Press R1 For All Powers
D009 E3D0 0008
8008 39F8 A820

Press R2 For No Powers
D009 E3D0 0002
8008 39F8 0000

Outlaw Car Codes

Always Place 1st
8008 19E6 0000

Invincible
8008 1868 0800

1x Speed Power Up
8008 1868 0002

2x Speed Power Up
8008 1868 0008

Super Wheels
8008 1868 0020

Ghost Mode
8008 1868 8000

Big Grip Tires
8008 1868 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8008 186A 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8008 186A 0000

Press R1 For All Powers
D009 E3D0 0008
8008 1868 A820

Press R2 For No Powers
D009 E3D0 0002
8008 1868 0000
XX4 Car Codes

Always Place 1st
8008 1182 0000

Invincible
8008 1004 0800

1x Speed Power Up
8008 1004 0002

2x Speed Power Up
8008 1004 0008

Super Wheels
8008 1004 0020

Ghost Mode
8008 1004 8000

Big Grip Tires
8008 1004 2000

Press L1 For Flight Wheels
D009 E3D0 0004
8008 1006 0002

L2 to Turn Flight Wheels Off
D009 E3D0 0001
8008 1006 0000

Press R1 For All Powers
D009 E3D0 0008
8008 1004 A820

Press R2 For No Powers
D009 E3D0 0002
8008 1004 0000

Rival Schools US
Both Discs

P1 Infinite Health
801E FA02 00C8

P1 Max Power
801E FC18 0900

P2 Infinite Health
801E FE02 00C8

P2 Max Power
801F 0018 0900

Unlock Characters, Modes & Extras
801F 65D0 FFFF
801F 65D4 FFFF
801F 65D8 FFFF
801F 65DA FFFF
801F 65DC FFFF
801F 65DE FFFF

Unlock All
(GS 2.2 or Higher Needed!)
5000 0802 0000
801F 65D0 FFFF

1 Hit Kill P1
801E FA02 0000

1 Round Win P1
8009 53BA 0002
8009 53BC 0404

9999999 Score P1
801F 64A4 967F
801F 64A6 0098

1 Hit Kill P2
801E FE02 0000
DISC 2 (EVOLUTION)



Lesson Mode		Slot 9 - Max 255 800B C624 FF??	
Always Get an A 801F 1F22 011E	Infinite All Items 1 5000 2804 0000 300B C605 00FF	Slot 10 - Max 255 800B C628 FF??	Slot 32 - Max 255 800B C680 FF??
Only Do 1 Move to Complete Lesson 801F 1F14 0A00	Game Time 0:0:0 800B C854 0000 800B C856 0000	Slot 11 - Max 255 800B C62C FF??	Slot 33 - Max 255 800B C684 FF??
100 Energy 801F 1F1C 0064	Infinite All Items 2 8005 3136 2400	Slot 12 - Max 255 800B C630 FF??	Slot 34 - Max 255 800B C688 FF??
100 Accuracy 801F 1F1E 0064	Radio Always On 800B C6B0 0001	Slot 13 - Max 255 800B C634 FF??	Slot 35 - Max 255 800B C68C FF??
100 Agility 801F 1F20 0064	Completed Map 800B C7D8 FFFF 800B C7DA FFFF 800B C7DC FFFF	Slot 14 - Max 255 800B C638 FF??	Slot 36 - Max 255 800B C690 FF??
S Total 801F 1F22 012F	800B C7DE FFFF 800B C7E0 FFFF	Slot 15 - Max 255 800B C63C FF??	Slot 37 - Max 255 800B C694 FF??
Target Mode		Slot 16 - Max 255 800B C640 FF??	Slot 38 - Max 255 800B C698 FF??
9999 Hi Score 801F 1F66 270F	Flashlight Always On 800B BF2C 0100	Slot 17 - Max 255 800B C644 FF??	Slot 39 - Max 255 800B C69C FF??
Home Run Mode 999 Hi Score 801F 1F3C 03E7	Control Demo Mode (Note 3) D00B C33C 0100 800B C882 00E0 D00B C33C 0100	Slot 18 - Max 255 800B C648 FF??	Slot 40 - Max 255 800B C6A0 FF??
Service Mode	800B BE28 0004	Slot 19 - Max 255 800B C64C FF??	Quantity Items to Accompany Inventory Modifier Codes
99999 Hi Score 801F 1F1C 869F	All Weapons (Note 4) 5000 0404 0001	Slot 20 - Max 255 800B C650 FF??	20 - Health Drink
801F 1F1E 0001	300B C604 00A0	Slot 21 - Max 255 800B C654 FF??	21 - First Aid Kit
Silent Hill US	5000 0304 0001	Slot 22 - Max 255 800B C658 FF??	22 - Ampoule
Walk Thru Walls (Note 1) 8006 A1F8 A88B	300B C614 0080	Slot 23 - Max 255 800B C65C FF??	40 - Lobby Key
8006 A1FA 0801	5000 0404 0001	Slot 24 - Max 255 800B C660 FF??	41 - House Key
8006 A264 A8A2	300B C620 0084	Slot 25 - Max 255 800B C664 FF??	42 - Key of Lion
8006 A266 0801	300B C630 00E2	Slot 26 - Max 255 800B C668 FF??	43 - Key of Woodman
Infinite Ammo All Weapons/No Reload 800B 9BD8 0001	Have Max Slots 300B C6AF 0028	Slot 27 - Max 255 800B C66C FF??	44 - Key of Scarecrow
	Inventory Modifiers	Slot 28 - Max 255 800B C670 FF??	45 - Library Reserve Key
Infinite Health 800B 9C8D 0040	Slot 1 - Max 255 800B C604 FF??	Slot 29 - Max 255 800B C674 FF??	46 - Classroom Key
800B 9C8E 0006	Slot 2 - Max 255 800B C608 FF??	Slot 30 - Max 255 800B C678 FF??	47 - K.Gordon Key
Have Map 800B C768 0002	Slot 3 - Max 255 800B C60C FF??	Slot 31 - Max 255 800B C67C FF??	48 - Drawbridge Key
Weapon-In-Hand Modifier 800B C6AE 00??	Slot 4 - Max 255 800B C610 FF??		49 - Basement Key
Always First Save 800B C6AA 0000	Slot 5 - Max 255 800B C614 FF??		4A - Basement Storeroom Key
Quick Load (Note 2) D00B C33C 0110	Slot 6 - Max 255 800B C618 FF??		4B - Examination Room Key
800B C88C 0008	Slot 7 - Max 255 800B C61C FF??		4C - Antique Shop Key
Maximum Brightness In Options 800B C31B 001F	Slot 8 - Max 255 800B C620 FF??		4D - Sewer Key
Roller Skate Mode 800B 9D02 3800			4E - Key of Ophiel
			4F - Key of Hagith
			50 - Key of Phaleg
			51 - Key of Bethor
			52 - Key of Aratron
			53 - Note:to School
			54 - Note:Doghhouse
			55 - Picture Card
			57 - Sewer Exit Key
			58 - Channeling Stone
			60 - Chemical
			61 - Gold Medallion
			62 - Silver Medallion
			63 - Rubber Ball
			64 - Flauros
			65 - Plastic Bottle
			66 - Unknown Liquid



- 67 - Plate of Turtle
- 68 - Plate of Hatter
- 69 - Plate of Cat
- 6A - Plate of Queen
- 6B - Blood Pack
- 6C - Disinfecting Alcohol
- 6D - Lighter
- 6E - Video Tape
- 70 - Kaufmann Key
- 71 - Receipt
- 72 - Safe Key
- 73 - Magnet
- 74 - Motorcycle Key
- 75 - Bird Cage Key
- 76 - Pliers
- 77 - Screwdriver
- 78 - Camera
- 79 - Ring of Contact
- 7A - Stone of Time
- 7B - Amulet of Solomon
- 7C - Crest of Mercury
- 7D - Ankh
- 7E - Dagger of Melchior
- 7F - Disk of Ouroboros
- 80 - Kitchen knife
- 81 - Steel Pipe
- 82 - Rock Drill
- 84 - Hammer
- 85 - Chain Saw
- 86 - Katana
- 87 - Axe
- A0 - Handgun
- A1 - Hunting Rifle
- A2 - Shotgun
- A3 - Hyper Blaster

- C0 - Handgun Bullets
- C1 - Rifle Shells
- C2 - Shotgun Shells
- E0 - Flashlight
- E1 - Pocket Radio
- E2 - Gasoline Tank

Note 1: With this code, be careful, when inside a wall the camera angle does change, so you need to know about where you are to get back onto the screen.

Note 2: With this code, Go to save game screen and press Up & L2/ (DO NOT USE ANYWHERE BUT SAVE MENU!)

Note 3: With this code, press L2 and when the title screen becomes letter box format then the code is active then just wait for a Demo game to load and you get control of it.

Note 4: With this code, Warning it will overwrite other items unless you start a new game!

Final Fantasy VIII

Allows FF 8 to Play in a Mod-Chipped System
[Note 1]
You MUST have a PSX already modded to play imports for this to work.

D009B2B0 FFF3
8009B2E0 0046
D009B2B0 FFF3
8009B2E2 1000

Infinite Money
80076BA4 0FFF
80066BA6 5F5E

Save Anywhere
8006F372 0100

Play Time
80076D68 FFFF

Limit Time Play Fast
80076D6C FFFF

Super Chocobo
8009D4B4 0000
8009D4B6 0401

Super Chocobo
8009D4B4 0000
8009D4B6 0401

Main Character

Max HP
80076528 270F
Infinite HP
8007652A 270F
Max EXP
8007652C FFFF
EXP For Next Level Up
8007652E ????
Change Character (Replace ? For 0-A)
80076530 000?
Max Strength
80076532 FFFF
Max Knowledge
80076534 FFFF

Max Lucky
80076536 FFFF

Second Character

Max HP800766F0 270F
Infinite HP
800766F2 270F
Max EXP
800766F4 FFFF
EXP For Next Level Up
800766F6 ????

Change Character (Replace ? For 0-A)
800766F8 000?

Max Strength
800766FA FFFF
Max Knowledge
800766FC FFFF
Max Lucky
800766FE FFFF

Third Character

Max HP
800768B8 270F
Infinite HP
800768BA 270F
Max EXP
800768BC FFFF
EXP For Next Level Up
800768BE ???26Change
Character (Replace ? For 0-A)

800768C0 000?
Max Strength
800768C2 FFFF
Max knowledge
800768C4 FFFF
Max Lucky
800768C6 00FF

Fourth Character

Max HP
80076A80 270F
Infinite HP
80076A82 270F
Max EXP
80076A84 FFFF
EXP For Next Level Up

80076A86 ????
Change Character (Replace ? For 0-A)

80076A88 000?
Max Strength
80076A8A FFFF
Max Knowledge
80076A8C FFFF
Max Lucky
80076A8E FFFF

Fifth Character

Max HP
80076788 270F
Now HP
8007678A 270F
Max EXP
8007678C FFFF
EXP For Next Level Up
8007678E ????

Change Character (Replace ? For 0-A)

80076790 000?
Max Strength
80076792 FFFF
Max Knowledge
80076794 FFFF
Max Lucky
80076796 FFFF

Sixth Character

Max HP
80076820 270F
Now HP
80076822 270F
Max EXP
80076824 82B8
EXP For Next Level Up
80076826 ????

Change Character (Replace ? For 0-A)

80076828 000?
Max Strength
8007682A FFFF
Max Knowledge
8007682C FFFF
Max Lucky
8007682E FFFF

FREE SPACE

((GAME MUSIC))

Tune in to see what's hot in the world of game soundtracks and music!

Admit it: those of you that truly love your games love the music that shows up with the best of them. There are times through the day, every day, in which you find yourself singing some part of a song that's stuck in your brain. What can you do about it? Get the soundtrack! Just a few general pointers to potentially help guide any future purchases:

1) If you want _only the music_ from the game, try to find the CD that says something to the effect of "Original Game Soundtrack" and nothing else; usually the picture on the CD will be similar to that of the game. A CD with the word "Remix" will probably be redone in a techno-house style, so if you don't like that type of music then take caution before buying it. CD's subtitled as "Symphonic Suite" or something similar should contain music by the game replayed by an actual symphonic orchestra; even if you don't recognize the music it'll probably be a solid buy for good sounding music. If it doesn't fit any of the 3 previous descriptions, be careful; you could be looking at a J-Pop or even a "Drama" CD, and those CDs have Japanese vocals, and in some cases nothing but straight Japanese dialogue! Unless you have knowledge of the language, it's advised that you should refrain from purchasing these CDs.

2) Also, in some cases you may not have to buy a separte soundtrack; try putting any CD based game in your CD player and skip the first track. If you're lucky, the music will show up! Also, try looking at the files on a CD game with a PC; there might be hidden text files and other things that nobody else would know about... in general, Japanese Saturn games have the highest tendency of having secret stuff on the CD as well as being able to play the music in any CD player.

On to recommendations :

Recommended:

Final Fantasy Symphonic Suite-

Only the second track, which I believe is of the battle music in the first Final Fantasy, is fast paced and somewhat loud. The rest of the (regrettably short) CD is melodic symphony practically at its finest. This music simply must be heard; you will not regret having this soundtrack.

Tempest 2000 (PC version)-

If you're lucky, you can find this in a bargain bin at a department store for about \$10. It's worth getting for the music alone; some of the songs are a bit weak but there are more good songs than there aren't, and this is hard house and techno as it should be.

Flip a coin:

Street Fighter Zero 3-

Admitted, the sound is great; the problem is that there is excellent countermelodies and melodies for... no melody. It's like having a house with an indestructable basement but no roof. You won't notice it too much if playing it at a party or in a car, but otherwise, take caution.

Fatal Fury Symphonic Suite-

This CD has some examples of how classical music isn't automatically brilliant. The CD does sound great as a whole and does have distinct melodies; the downfall is that some of the songs really don't go anywhere (ie repetitious) and doesn't strike me as being remixes of songs heard in other Fatal Furies. I'd make sure to buy Final Fantasy and Dragon Quest Symponic before this.

Avoid:

Most old Street Fighter II CDs-

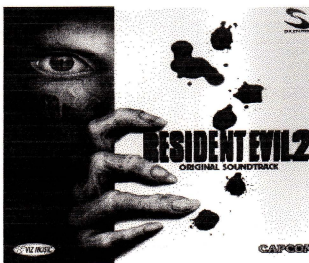
SFII Image Album is good. OK. But as for most of the SF CDs made before SF Zero, the _official arcade_ music tends to sound like what happens if audio is put through some sort of a shredding machine. If you must have SFII music, you owe it to yourself to seek out the PC version of Super SF2 Turbo; it's redone for the better.

DJ Station-

SNK fans might get duped into this; I did. You see a conglomerate of SNK characters on the front, so fans think "Hey, cool, this is probably going to have all of the good music on one CD." What is it? 56 minutes of the people talking (and yelling, etc) with some parts of music spattered in at a few parts. That's it.

REVIEWS

Video game soundtracks are starting to pick up in America, but ever so slowly. Most are just for little seen (*Fox Hunt*) or dime-a-dozen rock and alternative (*Road Rash*, *Road Rash 3D*). But Viz has started to release the Japanese CDs here, and Game Rave got the chance to sample and review the two latest.



Resident Evil 2 US

Masami Ueda

Capcom

1 CD

Game Music

Now you too can have the crap scared out of you without playing the game! After listening to the cd, I honestly had to play the game again. Viz Music took every bit of music possible and slapped it into a nice little package. Funny thing is, I don't remember a lot of the tracks on it. Maybe they're from the director's cut of RE 2. Hmmm... Another thing I found odd was that the songs were out of order from their listings. For example, the end theme is where the main hall music should be. Other than that, it's good stuff.

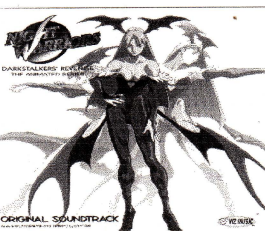
86%

Ghost

Video game sound tracks were once a Japanese only privelege, but thanks to Viz, US gamers will finally be able to enjoy the rush of listening to their fave game tunes. Viz chose an excellent game to start with, and that is *Resident Evil 2*. Brought over from the East, Viz even kept the original cover artwork and gave it a better back sleeve. The cd label artwork is also cool. The music is all there, with a nice arrangement, though the track names seem off. With RE2 and the SFA2 Remix album already with us, one dreams of what they could bring over. Square Soundtracks, Konami Soundtracks (*Castlevania's* Exclusive Disc released as a cd state side! Think about it! *Metal Gear Solid OST!* Drool city!) Grab your CD player kids, the fun has just begun.

90%

Dangerboy



Night Warriors

Koh Ohtani

Amuse Video

1 CD

Music from Anime

Series based on Game

Someone please tell me why this soundtrack is so raw! I love the anime; I don't own all the episodes but I will after this. Lots of electric guitars, lots of techno, lots of what I like to hear. Thanks a lot Viz, now I gotta go out and buy the rest of the movies AND the soundtrack! Great!

93%

Ghost

Having never seen the anime (I know I know, I will I will...) I went into this CD free of any bias. After listening to it about 4 times, I'll gladly give it thumbs up. The opening song sets up the CD theme perfectly, and it's long enough to keep even the most short-attention span types close to the stereo. I agree with Ghost; electrical guitars and that ever Capcom-like bass line are sweet. My only real gripe is the arrangements of certain songs. It felt like one or two songs were out of place, in terms of style and beat. but then that's just nit picking. The CD features a great cover and label (Morrigan baby!), and the prices for both are just right.

And no evil US "We'Re DArkStalKErsss" crap on it! Woo woo!

87%

DangerBoy

NINTENDO 64



NINTENDO 64

IGGY'S RECKIN' BALLS

Cheat Codes

Enter these codes on the password screen. To access the Password screen, press R + Z on the title screen.

OHMY — Obnoxious particle FX

TOOMUCHFUN — Puts bouncy physics on your balls.

PENCIL — Pencil sketch view

THEUNIVERSE — All Tracks

HAPPYHEADS — All characters except Iggy's girlfriend

ENTAROADUN — Get Iggy's girlfriend and nobody else

2TIMES — Rollerball last twice as long as usual

ICEPRINCESS — Ice platforms

GOEYGOOGOO — Goo platforms

GOEYICEPRINCESS — Goo and ice platforms

JUMPAROUND — Level select at pause screen

SWOPSHOP — Adds different accessories to your character

GOBABY — Full turbos

TOOMUCHPIE — Fat Reckin' Balls

NONSTOP — Non-stop roller ball

2ROKTOO — Use the Turok 2 effects engine

ROLFHARRIS — Pen and ink mode

MICROBALLS — Really tiny guys

Hear Characters' Voices

At the player select screen go to a character, press left and/or right on the joystick and wait there for a minute (or so) and they will say what the say when they get hit.

Refill Boost Meter

Tap JUMP while on a boost platform to refill your boost meter.

Secret Characters

To unlock the nine secret characters you have to beat each race in first place. For example, if you beat Downtown you'll get Sno-eee. If you beat CandyLane you'll get King Jr.

Shortcuts

Ride the Roller: Start grappling. Right after you get of the rollzone climb the platforms and you will see a plunger, but don't hit it, jump over it and there will be another plunger hit it and you will be sent three platforms higher than the first plunger would send you.

Color Wolf INC: Start grappling go up the platforms until you see a plunger drop through the platform and hit the plunger, it will send you to the moving platform right before the finish line.

Roll em' Baby: Start grappling, go up to the part with the four lanes hit the plunger keep going but don't go down the rollzone. Wait there long enough then you will see a platform cominto view grapple it and go around to hit the plunger and before you know it you will be at the finish line.

Skyscraper (Funkville): Start grappling until you get to the first curving platform, but don't go ahead instead grapple down and do a dropswing until you fly up and see a platform. There will be a platform with a plunger. hHit it and it will send you to the confusing part of the level (it's worth it though).

Rip Ride: Start grappling and keep going until you get to the first rollzone now do a jump and turbo over the rollzone now just keep grappling in mid air until you get a platform and continue your way. Or go down the first rollzone into the warp. When you get to the front of the rollzone grapple down and let go and you will fall on the platform with the side ways plunger.

BATTLETANX

All Weapons

To start with all weapons, enter the password PLVRZM.

Submitted by The Master

Area 51 Warp

In the multiplayer Area 51 level there is a UFO. If you shoot the UFO you get this cool gyrating light show. In between the upper left and upper right corners is another UFO. If you blow both of them up and drive into the light show you can warp between the two points.

Better Weapons

To get better weapons in multi-player collect 15 or more of a weapon and press A+B at the same time. You will fire a modified blast of the weapon you fire. This code doesn't work with grenades.

Choose Gang in Campaign Mode

Go to input code, then type in LTSLTSGNGS. Select campaign mode and you should be able to select your gang.

Free Camera Mode / Lookout

In Anihilation (Mode must be earned) start a two player game and have two computers enabled. You can be on whatever team, whatever clan, etc. Play the game normaly but have someone die very quickly (lose whole team) and the other person stay alive.

When it says "LOSER" on your screen it should be still, not circling like usual. If you move your analog stick, you can either take a tour of the streets, follow the other player and be a lookout, or just watch the action as it develops!

Frog Mode

For Frog Mode enter the password FRGZ.

Hurl Mode

For a constantly spinning screen, enter the password HVRL.

Invincibility

For invulnerable tanks, enter the password MSTRVV.

Invisible Tanks

For invisible tanks, enter the password CRSTLCRL.

Passwords

Level	Passcode
1	FRHBWNTNTK
2	LHTTTBKRLS
3	RCJRWPCLGM
4	VVSLGGVHRF
5	LPFFLNHHJF
6	CTMGPRWGBH
7	HPJMKGMCJV
8	WHSNKNFRGS
9	CRFPHGCTKP
10	HHRBKPVWGB
11	WFHMKCFWLB
12	SPLJTFLRFS
13	LTSLTSGNGS

Run Story

For Run Story mode (what does this do?), enter the password CDPLT.

Self-Destruct

To blow up your tank press and hold all four C-buttons. This can be helpful if you want a different tank in Deathmatch.

Storm Ravens Gang

Enter WMNRSMRTR as a password. The all-women Storm Ravens game, with laser and cloak power-up will be selectable in multiplayer mode.

Toad Mode

For Toad Mode (what does this do?), enter the password TDZ.

Trippy Mode

For an interesting change of scenery, enter the password CNCTHRTM.

Unlimited Ammo

For unlimited ammo, enter the password LTSFBLLTS.

Unlimited Lives

For infinite lives, enter the password LVFRVR.

Mario Party

Change Outfits

You can change your character's outfits by tapping the four C Buttons at the character select screen. Some costume changes are limited to colors, but characters like Pikachu are also available with a hat.

Submitted by That Octopus

Classic Mushroom Kingdom

To access the hidden classic Mario stage (complete with POW signs, Piranha plants, warp tubes and elevator), beat the game's one-player mode with each character. At the end, the game will tell you that you can now access Classic Mushroom Kingdom in the versus mode.

Submitted by Cranky Harris

Play as Captain Falcon

To play as Captain Falcon, simply beat the game as one of the regular characters. When Captain Falcon challenges you, defeat him and he will be a playable character.

Submitted by Yoda

Play as Luigi

To play as Luigi, pass the Bonus Practice 1 with at least 8 main characters. When Luigi challenges you, defeat him and he's yours.

Submitted by Tony Prabowo

Play as Ness

Complete the game on Normal with any character without using a continue, then battle Ness and win.

Submitted by GR Online

Play as Purin

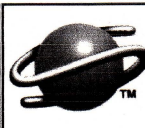
To play as Purin, unlock Captain Falcon then beat the game again with any character. After you beat the game Purin will challenge you.

Defeat her and you will receive Purin.

Submitted by Tremor

Secret Sound Menu

Complete both Bonus Practice1 & Bonus Practice2 with all 10 characters.



The Cure For the Common Code

CASTLEVANIA 64

Carrie's Second Costume

At the very top of the Tower of Sorcery, just before the exit, look out and you will see a torch on a floating platform. Use holy water to see the invisible path that leads to the purple jewel in the torch which unlocks secret #2, Carrie's 2nd outfit, after you finish the game.

Submitted by Sutaz

Finding Secrets

If you press the ACTION button when in front of most statues you will receive a roast chicken or a roast beef. Sometimes reading the clues on these statues will tell you of other hidden surprises. Also, ledges containing secrets can be accessed by just jumping straight up and pulling your character to the top.

Submitted by Richterified

Hard Difficulty

To obtain the hard difficulty setting you must get the first green jewel that releases secret #1 on the item list. It is located in the forest stage in a torch upon a floating platform.

Once you've done that, finish the game with either character. After the ending sequences and credits, you will be able to save your game and select a new, previously inaccessible HARD difficulty mode.

Hidden Powerup before Dracula

When you are climbing the stairs up towards Dracula's lair, you pass through two towers before reaching the final tower. At the last tower, jump onto either of the two torches and shimmy around the ledge to the other side. There you will find a breakable torch with a Red Jewel and a floating platform. You can walk to the platform on thin air by walking straight toward it from the torch with the Red Jewel. Inside you will find a Healing Kit, helpful for the major battle(s) to come.

Reinhardt's Second Costume

In the Tower of Execution, go up to the third level and slash one of the iron maidens to get the execution key. Now jump back down to level 2 and enter the iron gate that was once locked. Walk down the hallway and look over the ledge to see a floating platform with an iron maiden. Slash it to reveal the purple jewel which is secret #2 on the item list. This will unlock Reinhardt's 2nd costume.

Secret Items in the Castle Courtyard

In the Castle Courtyard wait until 12:00 midnight and a secret platform will rise from the fountain allowing access to the items on the top.

Secret Torch

When you reach the entrance to the garden maze, turn right and look up. You can see a platform. There is an invisible ledge in front that you can pull yourself onto.

HINT: The invisible ledge is also a good place to attack the hounds from once you open the gates.

Secret of Charlie Vincent

In the Villa, Charlie tells you he is off to defeat Dracula with or without you. During the rest of the game, if you use too many sun and moon cards, i.e. take too many days to reach the final stage, Charlie will have arrived before you and been bitten by Dracula's servant. Charlie will become a vampire you have to kill. This determines the good or bad endings. Fight Charlie and you see the bad ending. But if you get through the game swift enough to

arrive at Dracula's servant before Charlie, you get to fight the "true" forms of Dracula and see the good ending.

Secret of Renon's Contract

In the Villa Stage, Renon tells you there is a part of his contract that you cannot read. What it actually says is that you can visit Renon as often as you like, but your total purchase of his items cannot exceed 30,000 gold for the rest of the game. If you do spend over that amount then Renon will fight you.

Talk to Rosa

To talk to Rosa, a vampire who waters the roses in the villa, enter the room with all the red roses in it. At 3:00 A.M., Rosa will come and water the roses.

TWISTED EDGE

Bonus Boards

To earn the following hidden boards, finish first on all races: XXX6, Top Gear Rally, and Midway.

To earn the Bucky Board, complete the Stunt Challenge Mode.

To earn the Flower Board, place first in all 3 of the courses in the first round of competition mode.

Grabs

Press B, R, or Z after jumping and hold the stick in any direction. Hold one button at a time to complete different grabs.

Hidden Boarders

Finish first overall in the various difficulty stages of the Competition Mode to earn the hidden boarders Ben, Nieno, Tok, and Boreth.

Jump Start

Watch carefully when the race begins. Just after the word "Go" disappears, press UP twice. If done correctly you should get a jump start and be ahead of the other racers.

More Bonus Boards and Mirror Tracks

You must have all levels open completely, and the best record on each track on each difficulty has to be beaten. (ex. you must beat the track records on say, polar paradise, on easy, medium, and hard). A ghost should appear on the hard setting on the track.

Beat the ghost and earn a bonus board. Then, play with that board against on the same track again. (ex. you will earn the 'Jake' board when you beat the ghost on polar paradise, so use the jake board against him) if you beat the ghost, you will earn the mirror of the track! These are the boards you must use on the certain tracks:

- Twisty — Twisty Canyon
- Jake — Polar Paradise
- 55 — Splash Down
- Tareh — Glacier Gluch
- Typhoon — Easy Slider
- Lynwood — Funky Town

Moves

- Back Flip — Up, Down, A (you can do a lot of these by holding down after you hit A.)
- Egg Flip — Left, Right, A
- Front Flip — Down, Up, A (you can only complete one of these in a jump)
- McTwist 720 — Right, Down, Left, Up, A
- Misty Flip — Right, Down, Left, A

- Rodeo Flip — Up-Left, Down-Right, A
- Spin — Hold left or right on the d-pad and tap A to complete a spin. The longer you hold right or left, the longer you spin.

Shortcuts

Easy Slider — Easy->hard difficulty levels

•Right after the first pinwheel, turn a sharp left and find a shortcut and a jump •Keep going until you get to the train overpass. Jump the bump behind the truck that is off to the left for another shortcut and jump

Twisty Canyon—Easy->normal difficulty levels

•Go to the right whenever there is a fork in the road •After the 2nd fork in the road, go until the roads merge. You will get to a big jump. At the bottom of it there is a blue fence. Jump it.

Polar Paradise — easy->normal

•Go until you see a little bump coming out from the right side (it has two little jump arrows on it). Just at the bottom, to the right are a set of arrows telling you to go left. Go right up next to the arrows. There is a jump right after (no little jump signs though). you will see two trees at the bottom. Go between them. After a few seconds you will see a tree that you can grind. Grind it. You will land back on the path. •Keep going until you see a jump surrounded by an arched rock. Use it. Follow the left wall until you see 2 trees. Go between them and jump the fence. Go slightly right and you will land on a rock (this takes lots of practice). At the bottom you will land on the normal path.

Funky Town—normal->hard difficulty levels

•Go until you get to the bridge. DON'T jump the hole, go down through it. Follow the mining tunnels and you are home free.



SATURN

MAGIC KNIGHT RAYEARTH

Invulnerability for Fuu and Umi

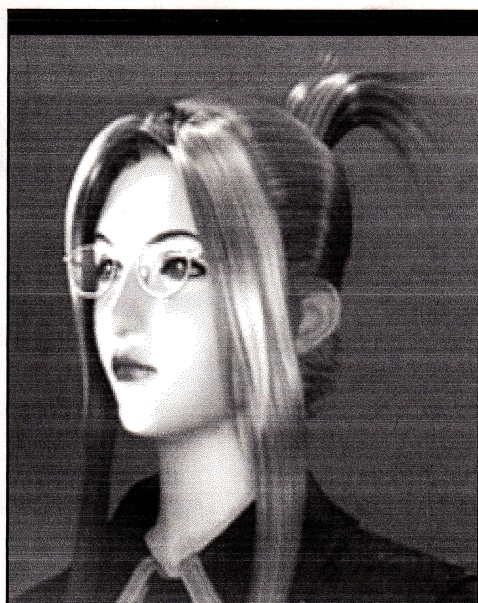
At the opening screen wait for it to say "Press Start". Now, hold down A, C, and X then press Start. Release the keys. Now start a new game. Fuu and Umi will never lose hitpoints.



GAME QUOTE OF THE MONTH

Final Fantasy VIII

Squaresoft



"Your test results were truly excellent, Squall... and I also give you a perfect score for that dance."

Quistis

-Squall's teacher after witnessing his klutzy dance scene with Rinoa.

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Street Fighter Alpha 3

Fight as Evil Ryu and Guile:
Normally in a World Tour, the last stage will be "Thailand"; with Vega as the last Boss. However, if your fighter is at level 30 or greater, three additional stages can be accessed. The first bonus stage has Guile as the Boss. Defeat him to unlock him on the character selection screen. The next bonus stage has Evil Ryu as the final Boss. Defeat him to unlock him on the character selection screen.

Fight against Shin Gouki:
Defeat Guile and Evil Ryu in the first two bonus stages in a World Tour. The third and last bonus stage will again be in "Thailand", with Shin Gouki as the Boss. Defeat him to unlock him at the character selection screen by pressing L2 while Gouki is highlighted.

Fight against Super Gouki in Final Battle:
Access "Final Battle" and select a character. Then, hold L1 + L2 before the versus screen appears. The versus screen will show your fighting with Super Gouki to confirm correct code entry.

Fight as Shin Gouki:
Defeat Shin Gouki, then hold L2 and choose Gouki at the character selection screen.

Fight as Arcade Balrog:
Access "World Tour" mode and win without unlocking Guile or Evil Ryu; play up to Infinite Super Meter M. Bison only. Once the credits are complete, access any mode, highlight Balrog, then hold L2 and press any button. Arcade Balrog's Punch attacks are the same as his Kick attacks except for the D + HP and D + HK attacks.

Enable "Team Battle" and "Survival" modes:
Complete a World Tour with fair results (level 10 or so).

Enable "Dramatic battle" and "Final Battle" modes:
Successfully complete arcade mode on difficulty level 8.

Enable "Dual battle" and "Dramatic battle":
Complete "Dramatic Battle" mode twice, first using Ryu and Ken, then again using Juri and Jun. The order in which is done does not matter. "Dual battle" allows two different characters to be selected in dramatic mode. This is limited for a single battle, with the CPU opponent being one of your two characters.

Classical mode:
Accumulate a total of three hours of game play under options. Then, highlight a fighter at the character selection screen and press Select to fight as the classic version. Alternatively, successfully complete arcade mode on difficulty level 6.

Saikyo (low guard meter) mode:
Accumulate a total of four hours of game play under options. Note: Saikyo Karin does not have the ability to do a 99% throw. Alternatively, successfully complete arcade mode on difficulty level 7.

Maji (LO) mode:
Accumulate a total of five hours of game play under options. Alternatively, successfully complete arcade mode on difficulty level 7.

All modes:
Accumulate a total of ninety-six hours of game play under options.

Alternate opening sequence:
Accumulate a total of forty-eight hours of game play under options. Instead of showing the arcade characters, the opening sequence will now shows all the new characters (including Guile and Evil Ryu).



MINI GUIDE

GAME RAVE STRATEGY / CODE BONUS

Sega Rally 2

All Cars

At the title screen press Up, Down, Up, B, A, Left, B, B, Down on the digital control pad.
Submitted by Jamie VG

Alternate Car Colors

Hold down the left shoulder button when selecting the Lancia Stratos, Corolla WRC, or Lancer Evolution to access an alternate set of colors for that car.

Submitted by Matt Schneider

Bonus Section in Riviera

In arcade mode you can access a special section of the track in the Riviera stage. First, select Arcade Mode and choose either practice or championship.

When you reach the Riviera stage, take note of the final 90 degree turn in the track (just before the final straight). There would be 2 red cones. Knock both of them down. After you have knock them down, you will hear two distinct tones, saying that the hidden section of the track have been opened.

Turn the car around, then look carefully on the car's right. An entrance would've been open. Drive right through, and you will enter a special point stage, where you will need to drive your car around and knock cones down to gain points.

Points gathered will not have any effect on the gameplay, therefore it is just a fun little bonus.
Submitted by Sonic

Drive the Lancer Evolution IV

To gain access to the Mitsubishi Lancer Evolution IV finish in 1st place on year 2 of the 10 year championship.

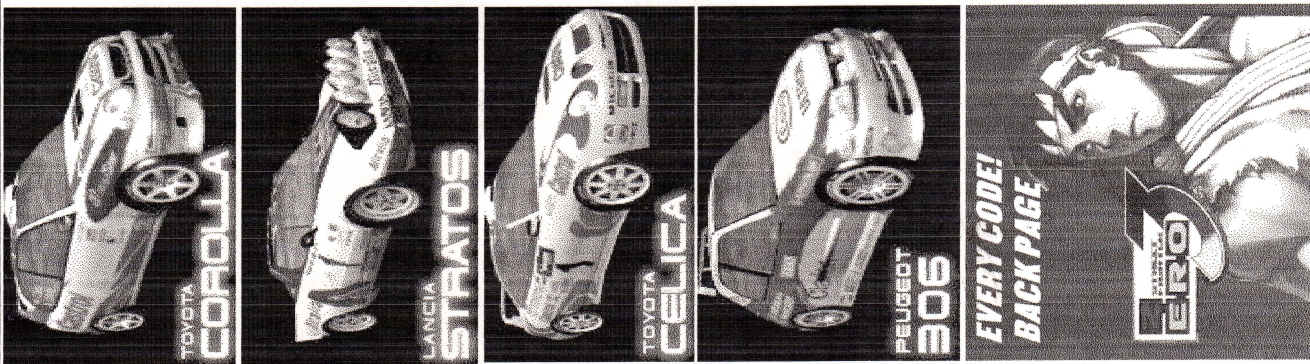
Submitted by Space Ace

Drive the Renault Maxi Magane

To gain access to the Renault Maxi Magane finish arcade mode (any position).
Submitted by Space Ace

Drive the Subaru Impreza 555

To gain access to the Subaru Impreza 555 finish in 1st place on year 1 of the 10 year championship.
Submitted by Space Ace



BUST-A-GROOVE - XENO GEARS - SEGA RALLY 2 - STREET FIGHTER ZERO 3

Bust a Groove

Dance Preview

Complete the game under the easy difficulty level with any character for their dance view.

Flat Characters

Pick either Burger Dog or Hamm as your character. When you're "grooving" do your special attack twice in a row.
Submitted by Dreamer

Play as Alternate Character

Highlight a character, then hold Select and press X.

Play as Burger Dog

Complete the game under the normal difficulty level with Hamm after getting Robo-Z.

Play as Capoeira

Complete the game under the normal difficulty level with any character.

Play as Columbo

Complete the game under the normal difficulty level with Shorty after getting Robo-Z.

Play as Robo-Z

Complete the game under the normal difficulty level with any character after getting Capoeira.

Secret Moves

-HEAT:

Up, Down, Up, Circle + Down, Up, Down, X + Forward, Back, Forward, Circle + Down, Up, Down, Circle

-FRIDA:

Up, Down, Up, Circle + Forward, Back, Forward, X + Down, Back, Up, Circle + Up, Forward, Down, X

-STRIKE SIM:

Up, Up, Back, Circle + Back, Back, Forward, Circle + Forward, Back, Back, Up, Circle + Back, Up, Down, Forward, X

-HAMM & BURGER DOG:

Down, Forward, Up, Circle + Up, Back, Down, X + Up, Forward, Up, Circle + Down, Back, Down, Circle

-KELLY:

Forward, Back, Forward, Circle + Forward, Back, Back, Circle + Forward, Back, Forward, X + Back, Up, Forward, Circle

XENOGEARs

Change Gears Quickly

When you are on the world map or a place that you can use your Gears, press L2+R2 and you can hop in and out without going to the menu.

Defeating Hamar

This is a useful tip for playing disk 2 of Xenogears. At the dungeon where Rico gets his new gear, there's this monster called Hamar, who self-destructs after he glows red. The explosion is lethal but the party can escape before Hamar blows up.

GAS-O:

However, the trick here is to kill him before he blows up and he will give a special item which increases the rate of receiving rare items. (Actually, it goes to 100%.) The way to do it is to reserve some infinity or level 3 attacks until he turns red. Once he starts glowing, give it all to him. (Booster helps too!)

With the special item equipped, go to any forest & fight white snails. These creatures were plentiful in disk 1 but now they are quite rare. Killing these creatures gives the speed belt (helps gears & human battles). Besides this, there are many other special items/equipment carried by monsters.

Fighting Tip

Immediately dash up to your opponent and begin rapidly alternating between the X attack and the CIRCLE dash buttons. X will launch a kick and CIRCLE will cancel the combo, allowing you to immediately start another. With a bit of practice, any gear (including the Champ's) will be in endless stagger until it croaks. Battle on, Fei

Free Gear Repairs and Easy Fuel

While in the secret base which houses "Goliath" you will undoubtedly encounter gears surrounded by mechanics which repair them. When this happens kill the mechs but leave the mechanics unharmed. After the mechs are dead let the Mechanics "attack" you but instead of attacking you they will fix your gear for a couple rounds.

After awhile they will no longer fix you but attack you however they only cause 1 point of damage (if that!) so instead of killing them charge your fuel! By the time you have full fuel capacity they have only damaged you for about 10 points (not even that if you gear is half-way good!)

Fun Things to Do

1. In Lahan Village search Fei's bed you will find two hundred smackers. Also

search the barriers near Fei's room you will find two aquasols.

2. To get a Movie scene at the beginning talk to the maid in the room across from Fei's room.

3. This one is use less but fun go behind Alice's house talk to the boy he says that he had a crush on Alice. Most of the people talk about Alice so talk to them.

Get the Deathblow Item

When you are on the Thames, you will encounter people who challenge you to a game that is similar to speed. If you win against all the people located in the Beer hall and the Supply Grounds, go to the Armor grounds and play against the female who is standing with two men. If you bet her, she will give you a deathblow item for your gear. This item will allow you to do a deathblow attack.

Haggle with the Merchant

When shopping at the Beldavik Market, the merchant will give you option to buy it or not. Don't choose anything. Just wait for a while and the merchant will lower the price of the item. You can do this at least 3 times before the merchant tells you to leave.

Help on Beating Calamity

At the end of the Stalacitide Cave you will meet a huge Gear. Not a happy camper, Calamity the Gear will be a large problem. Make sure Fei and Bart are on high levels (20-25), even though it is still hard to win at that. Have Bart cast Wild Smile on

Calamity, making it hard for him to hit you with any of his physical attacks. Next, hit him with all your ten point attacks, and save your energy until your gear power is at level one. Use your best level one combos for both Fei and Bart, hopefully huting the huge gear. Keep in mind that Calamity has 2500 Hp. It will take a while to wear him down. Don't be so happy about how much he can hurt you, his missile attack will still hit you a whopping 400-500 damage, not giving you much time. But if it ever comes to this, use Fei's Guided Shot as your last defense.

Lahan Well Items

At the start of the game in Lahan, jump down the well a few times. You'll get an eyeball (sell it for gold) an Aquasol S, a Power Ring, a chilli (yes, a chilli) and a lot of "well" puns!

Lucca Cameo

This isn't really a code, but it's fun to

see! Remember Lucca in Chrono Trigger? Well, she's in Xenogears! When you first start the game and take control of Fei, go to the Information House (left of the Elder's House). There, if you look closely, you'll see that it's in fact Lucca who teaches you about Save Points.

Music Test

Just after beating "The Champ" Rico at the arena, head over to the Wildcat Bar in the Civilian Area in Kislev. You'll find Big Joe standing near an alley. He'll ask you for 5000 G to show you something cool. Give him the gold, but he'll take it and run. Let him have it. Later, after the air raid by Aveh, you'll see Big Joe in the city map. He'll apologize for ganking your gold and tell you to look in the alley again. You'll find the M Disc, which you can play in the juke box in the Wildcat.

Psycho Rod

Once you have entered Ely's house in solaris you can get a special weapon for Ely. First you have to wait until Ely's Mother leaves the house then go to the North East door, talk to the woman there and she will give you the rod.

Rename your Gear

To rename your gear you must do the following steps.

- Go to the gear bay on the Yggdrasil.
- Go towards the gear you want to rename.
- You can talk to the engineer and he will give you the lockdown on your gear, or you can go to the right and there will be a guy who looks like he is welding something. If you talk to him he will ask you if you want to rename your gear.

Same Gears in Battle Practice

When you select the option of "Practice" in the Kislev Battle Arena, you and your opponent can use the same Gear. To do this, simply select Player-1's gear and press the X button to select Player-2's gear. Hold down R2 and L2 to select the same gear as your opponent.

Secret Gear

There is a secret gear, "Argento", in the Battle Arena at Kislev. Put on Special Mode 1. Go to Bonus Battling. Put the options on 3 rounds, Hard difficulty.

Beat ALL the gears without losing a round.

After that, beat the gear you were playing as with Xenogears (Fei's gear). In the character selection, Argento will be to the left of Weltall.

Sound Test

When you are in the Yadrissi (Sandmarine Ship) go to the control room and talk to the large dolphin-like control man.

Choose the top selection for a sound test.

He'll keep asking the same question over and over. Select the first choice again for a new sound, or pick the second choice to leave.

Stones of Dawn, Dusk and Darkness If you go to Shevat (the UFO country), go into the old capital area. If you wander around you will find a store full of Chu-Chus. Go onto the balcony and talk to the pink Chu-Chu on top of the light cone (you have to jump and hit [X] when you touch her), she will tell you about Light, Darkness, and Dawn. She is giving you a clue to where to find the Stones of Dawn, Dusk, and Darkness.

To get the Dark Stone, go down the elevator in the Chu-Chu store and go out of the door. You'll meet an old woman who will sell you some Spider Web (unless you got the web in the beginning of the game) and tell you to fish in the fountain. Go back to where you came out of, jump to the top of the fountain, and hit [X].

Fei will pull up a fish with the Dark Stone in it's mouth. Now, go to the ruined house in the old capital. In the first room there is a doll on the table by the door. It is holding the Dusk Stone. Now go outside onto the main part of the saucer (with the angel statue and the red things). Go as far as you can in the direction the statue is facing and search. You now have the Dawn Stone.

Go back to the old capital and step on the circular stone under the arch. Now hit [X] and choose to go down. Go down the staircase, out the door, and go to the elevator pad you can see. Step on, activate it, and Fei will put the three stones in it. The pad will now take you to a secret room. Search the two lowest tables. One has a Chu-Chu idol that Chu-Chu can equip when she joins you, and the other one has a ton of goodies.

Tifa Cameo

Just before you put in the second CD, you can see a picture of Tifa from Final Fantasy 7. When you're in Solaris, in the Class 2 Citizen Sector, find the room with a minigear flying around in a circle. Look above the beds and you should find a small picture of Tifa on the wall.

View Gears

After winning two rounds in the battle arena in Kislev, press R2+L2 to get the words off the screen that shows how long it took you to win the battle, then you can rotate your Gear by pressing left or right